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GLADIUS

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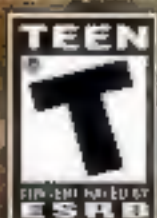
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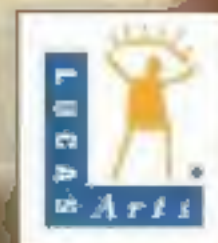
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THIS GUIDE COVERS ALL CONSOLE VERSIONS OF GLADIUS.

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GLADIUS™

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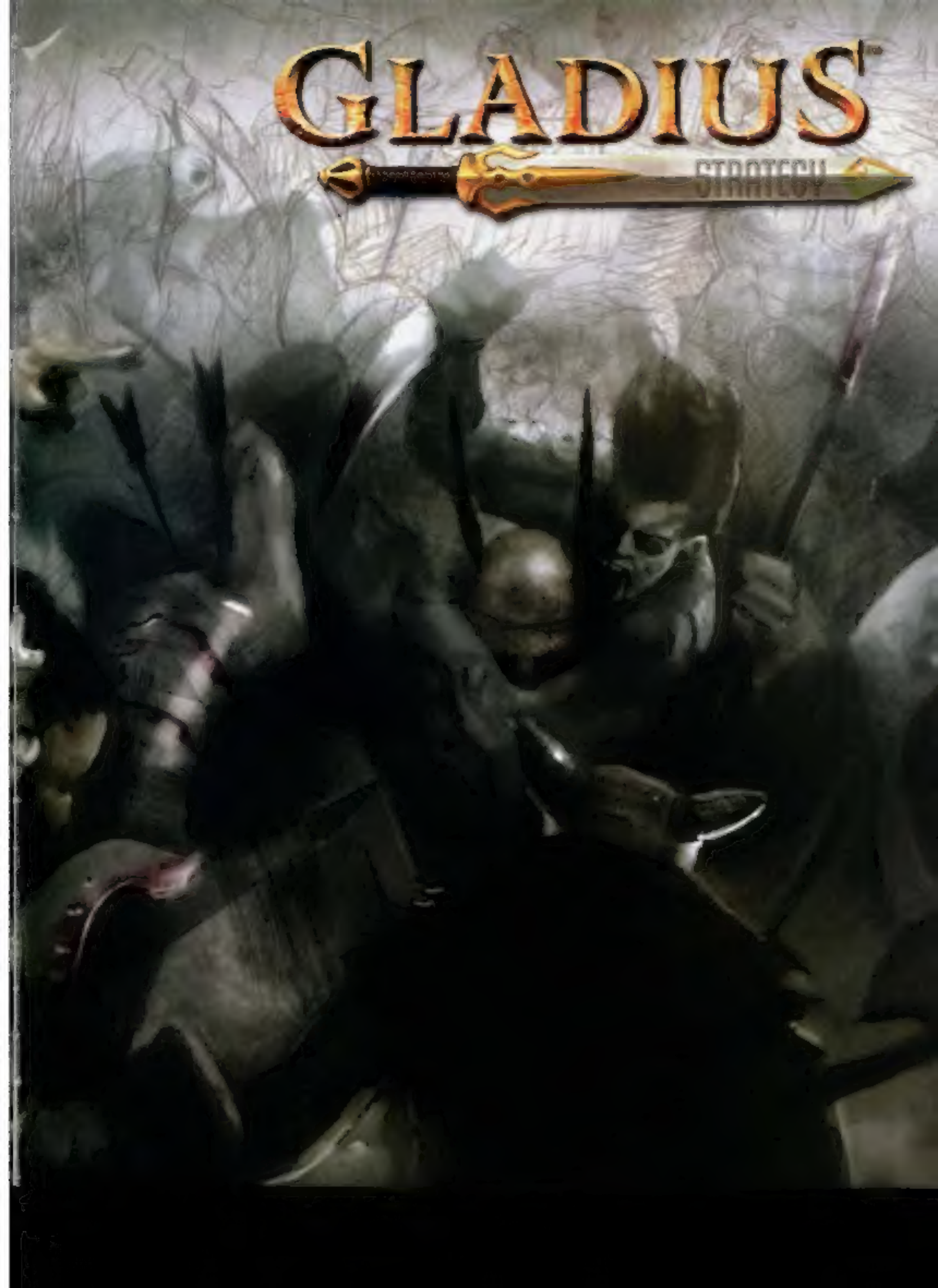
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GLADIUS



CONQUERING GLADIUS

AUTHOR'S NOTE:

Gladius is a very involved game, and we don't want to waste your time recapping the manual. The intent of this section is not to teach you how to play the game, but to advise you how to win. Please read this section after you've completed Usus's tutorials, and read your League Handbook.

PLAYING THE GAME

CHOOSING YOUR HERO

Gladius offers a selection of two characters: Ursula the Barbarian and Valens the Imperial Warrior. Your choice is largely a matter of personal preference, because the two unite midway through the game, and all leagues and quests (but not all event scenes) will eventually be available to both players.



Ursula begins the game in Nordagh, which she must conquer before moving on to Imperia. You'll have an easier time getting started with her, because Nordagh's leagues have easier entrance requirements, and the local schools use many light-type classes. This will leave them at a disadvantage when battling medium-type Ursula and Urian. However, Nordagh doesn't have the wide variety of recruitable classes that Imperia offers, so your school will be slightly weaker when you begin Chapter 2. If you play as Ursula, use your mystical powers every chance you get (no matter what Urian says), as they're the key to her developing powerful skills later on.



Valens begins the game in Imperia, and moves on to Nordagh after clearing his home region. Valens is the "advanced" character, because Imperial schools have a much wider variety of units. You'll need to use all the tricks in the "Seizing the Advantage" section to carve out a victory. Many of the leagues have entrance requirements you won't be able to meet the first time around. This leaves you with limited league options as you try to qualify for the tournament. However, Imperia has a wide variety of powerful units to recruit, including heavy units, which are practically non-existent in Nordagh.

CHOOSING YOUR BATTLES

Gladius offers a stunning variety of leagues, and while you're certainly welcome to try them all, wise players will want to choose their battles carefully early in the game. The early tiers have a level cap (5 for Amateur and 10 for Semi-pro), and when your characters hit their maximum level, any further experience they earn is wasted. Because your enemies get harder as you get stronger, doing unnecessary battles won't get you ahead of the game.

The amount of experience you'd earn doing just the leagues you need to obtain tournament qualifications will put you most of the way toward your level cap. If you'd like to max out your characters eventually, it's best to leave most of the optional leagues, until you can return as a Pro-tier school, and your level cap has been lifted. At that point, your large school roster will make it much easier to meet the entrance requirements. Of course, exceptions should be made when optional leagues offer unusually good prizes, like powerful accessories or recruitable gladiators.



MAXIMIZING YOUR EARNINGS

Equipping a school full of gladiators can be incredibly expensive, and that's in addition to the costs of recruiting the gladiators themselves. Money is important in Gladius, so keep a careful eye on your dinar total. Here are a few tips on how to maximize your earnings:

I Keep an eye on the prizes

Some battles within a league have far better prizes than others. Sometimes this reflects a higher level of difficulty, but other times it's seemingly random. Even if you don't intend to complete a league, it's often a good idea to play these aberrantly lucrative battles.

II Keep an eye on the foes

There's no rule that says every battle has to be profitable. In fact, there are times when the prize won't cover the entry fee. Avoid these like the plague, and keep an eye out for bargain leagues early in the game.

III Master leagues when possible

In Gladius, a league is "Conquered" when you earn the necessary amount of Battle Points. If you clear every single battle, it's considered "Mastered." Some leagues offer bonus cash prizes for mastering a league, and it's often more than the purse for conquering it. If you're close, go for it.

**IV Sell recruits' gear before you expel them**

There will be times when you need to free up a slot, or an early recruit simply isn't cutting the mustard anymore. Make sure that you strip 'em and sell all their gear before you kick 'em to the curb. Sometimes you can even turn a profit by recruiting a cheap gladiator, selling his gear, and immediately expelling him.

RECRUITING CHARACTERS

There are a few story characters who will join your school whether you want them to or not, but the vast majority of your gladiators will be ones you choose to recruit from local arenas. Here are a few tips to make sure you get the most for your money:

**I Don't recruit temporary gladiators**

Unless you desperately need a gladiator of some exotic class to enter a league, recruiting temporary gladiators is always a waste of money. You can't control temporary recruits, so they often fare poorly in battle, charging off to get killed when the right play is to wait and let your foes come to you.

II When you see two recruits of the same class and level, one will always be better, and it won't always be the more expensive one

You can compare their stats, but that won't tell you how much of the difference is because of the gladiator and how much is because of the gear. Stats also won't tell you what skills higher-level gladiators have purchased. When deciding between two gladiators of the same class, save your game, recruit both, and check them out. You'll find that some have better abilities, and others have expensive equipment you might want to steal before expelling them.

III Early in the game, you should usually choose lower-level gladiators

The tight level cap gives you a good incentive to rotate your team, so they'll have plenty of opportunities to fight and level up. You can then guide their development, ensuring they don't waste all their job points buying weak or redundant skills.

Additionally, it's a good idea to recruit as many gladiators as you can as soon as you get to your first arena (where you go through the training battles). Because experience points are given to all members of your school, the earlier you recruit characters into your group, the more experience points they'll get as you play through the training battles.

IV Don't be afraid to expel your gladiators

This is especially true of Ursula's game, which will be entering Imperia with a roster full of sub-par characters if she recruited widely in Nordagh. New gladiators might make old ones redundant, and there are more gladiator classes to try than there are slots in your school. Just make sure you steal their gear before you give them the boot.

EQUIPPING YOUR TROOPS

If you buy every marginally improved piece of gear for every one of your gladiators at every town, you'll bankrupt your school quickly. Try to win your equipment if possible, and only buy gear that is significantly improved. A few tips:

I Shop stock changes from day to day

Check back at old shops from time to time. Shop affinity specialties never change, however.

II Don't change your affinity specialty for a good weapon

You can never afford to waste job points by buying different types of Affinity Attacks for one character, so you might want to skip the weapon upgrade or look for it elsewhere. Of course, this only applies to the gladiators you've made "affinity specialists." Keep the rest affinity neutral, so they can capitalize on whatever the best gear is, and leave them on the bench for battles in which affinity matters.

III Watch your secondary stats

A marginal increase in Defense isn't worth the money when it comes coupled with a significant decrease in Initiative. The same is true of Power and Accuracy. In general, Initiative and Accuracy (Accuracy is less of a concern if you can master swing meters.) penalties rise as weapons get better, but certain types of gear have greater penalties.

IV Keep an extra couple of shields on hand

When you equip a shield of which you have multiple copies, you can set it to automatically re-equip (at the end of the battle) when the shield is destroyed. Because shields get shattered all the time, this is worth the extra cost of picking up a few spares. Headgear can break as well, but because it happens much less often, buying spare helmets isn't necessary.



V When you're desperate for cash, replay Treasure Hunt battles

Types section, but it's worth noting that the items you earn can be attained more than once. The prizes are mostly gear, but it can almost always be sold at a profit.

In addition to the Leagues and



SIDE QUESTS & RANDOM ENCOUNTERS

Tournaments available in each town, there are also encounters on the world map. If a recruited character dies in one of these fights, he is dead for good. If the main character dies, the game is over. So always, always, always save the game before you leave a town.



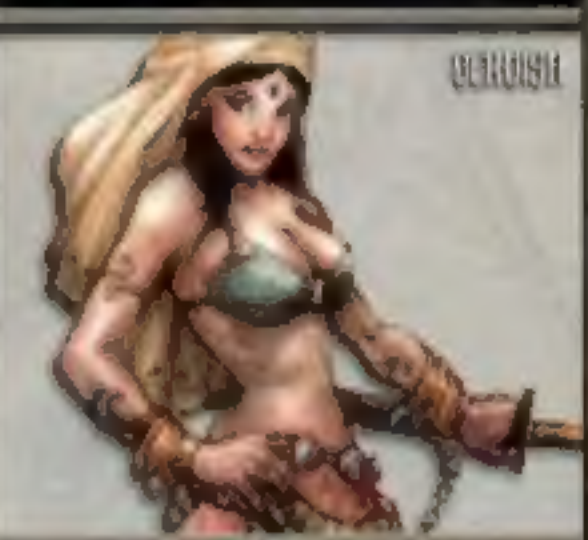
Random Encounters can be escaped with the Back button, but if you've saved the game recently, give them a shot. Fallen opponents often drop treasure chests you can open during the fight and gladiators gain more experience from random encounters than from normal league battles. Most side quests involve battles on the World Map. All the side quests come from shopkeepers. If you talk to them at the right time. Typical side quests involve you going to a designated spot on the World Map, getting in a fight, and then going back to collect a prize from the shopkeeper. The same if-you-die-you're-dead rules apply, and side quest fights tend to be harder than random battles, so always save before the fights. You'll find more detailed coverage of side quests in the Atlas section of this book.



GLADIATOR TYPE: LIGHT

Light gladiators have high Initiative and Accuracy scores, and often get movement skills like Running Attack. Poor defense and damage scores balance their speed. Make sure to spend a few early skill points on defensive skills like Evasion, or your light fighters might not last more than a round or two.

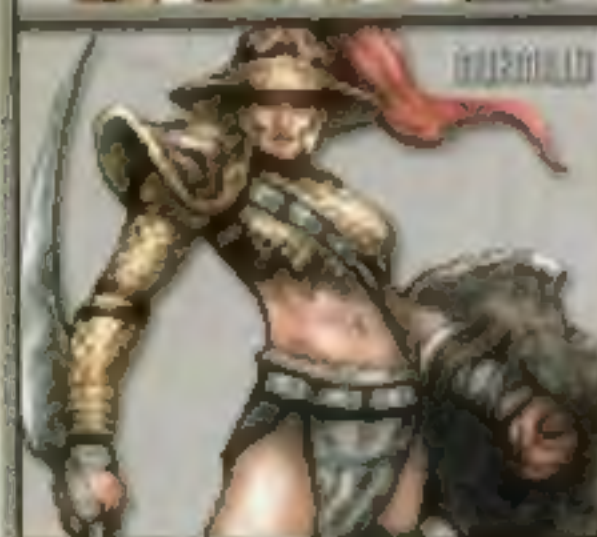
Light fighters specialize in dealing with heavy gladiators. They don't get significant damage bonuses, but the heavy gladiators have little chance of dodging their quick attacks, and their evasive nature makes it virtually impossible for the heavy gladiators to land a hit in return. Some also have access to the Incapacitate Heavy skill that can effectively take a heavy gladiator out of the fight.



CHARACTER TYPE: MEDIUM

Medium gladiators are well rounded and versatile. Their power can't match that of heavy gladiators, but they often make up for the difference with their superior initiative and variety of techniques. Both Ursula and Valens are medium type, as are their companions Urian and Ludo, so no player will be lacking in this area.

Unlike heavy types, medium gladiators have a good chance of hitting light types, and do major damage when they do. But they have serious trouble against heavy gladiators. They take extra damage from the heavies' powerful attacks, and can barely scratch their tough armor in return. Even a perfect series of critical hits may not tilt the odds in a medium-on-heavy match-up.



SEIZING THE ADVANTAGE

You'll rarely be facing even odds in Gladius, since your opponent sometimes gets more guys on the field, they may be a higher level than yours. But there are a few ways in which the game favors your team, and if you exploit these advantages, you can turn the odds around completely.

THE SCOUTING ADVANTAGE

Your single strongest advantage comes from your ability to peek into the enemy's roster before you choose your participating characters. If their roster is full of medium-type characters, you go heavy. If it's full of light-types, you go medium. The advantages can go beyond mere type matching: If they're playing lots of support characters, you can bring in your Murmillo and Undead Summoner (two classes that have strong defense against projectiles). If they're playing lots of Channelers, you can play characters with no affinity, so they have nothing to steal.

If their roster is simply too strong, you can back out of the battle and re-enter it. Some battles have entirely random schools as opponents, so a tricky Samnite army could suddenly become an easy pack of Satyrs. But even when the school is fixed, most schools have a mix of classes, and you can pick the one that plays best to your strengths. There is also a small random element to the difficulty of your opponents: Their total levels might drop by one or two if you keep trying, or their levels might merely be distributed differently, but more to your advantage. You might find it easier to face one level 6 Bandit and two level 4 Wolves, than two level 5 Wolves and a level 4 Bandit, because Bandits are easier to type-match against.



THE PATIENCE ADVANTAGE

Unless the computer AI has characters capable of long-range attacks, its troops will always immediately rush yours. This is to your advantage, because when the two sides start far apart, playing defense is by far the stronger strategy.

1 Use your free turn wisely

While the computer spends its first turn on movement, you can spend it using skills like Empower Self, Motivate and Crowd Pleaser. This raises your stats and puts you ahead in the crowd favor meter.





II Form a strong defense

Group your characters so the strongest are in the way of the attackers, and support characters are in position to get a hit when opponents arrive. If you have innate defensive skills, like Garrison or Inspiration, you can cluster your team to take advantage of them. Many ranged characters can set ambushes with the Cover Area skill, while some heavy fighters can ready blows with skills like Back Off.

III Take them one at a time

In large arenas, your opponents' characters will arrive at different times, with the fast, high-initiative light characters usually arriving first, and the heavy gladiators showing up last. Sometimes the turn or two of difference is all you need to gang up and kill the early arrivals before the stragglers arrive. Resist the temptation to meet the slower opponents halfway, and instead, concentrate on killing whoever gets there first.

THE PLACEMENT ADVANTAGE

In some arenas, playing defense isn't an option. And in some situations, there are even better options. This is because you get to place your gladiators after the computer



has placed its units, which lets you set the terms of the fight. In battles where your characters start intermingled with the enemy, the following offensive strategies can be brutally effective:

I The Type Matching play

When both players have the same number of characters, and you have a wide range of starting placements, simply place each character so it will be able to immediately engage an opponent of a weaker type in combat. Even if the opponents' units are slightly higher levels, their light Bandits will have no chance versus your medium Barbarians; their heavy Samnites will be impotent against your light Dervishes, and their medium Legionnaires will be crushed by your heavy Centurions.

II Divide and Conquer

The opponent seems to choose its placements at random, and in large arenas, that can lead to his characters being far away from each other. You can start all or most of your units around a single unit who is at one of the corners, and quickly kill it. The other enemies will gradually charge into your secured area one at a time, and have to face your entire force.

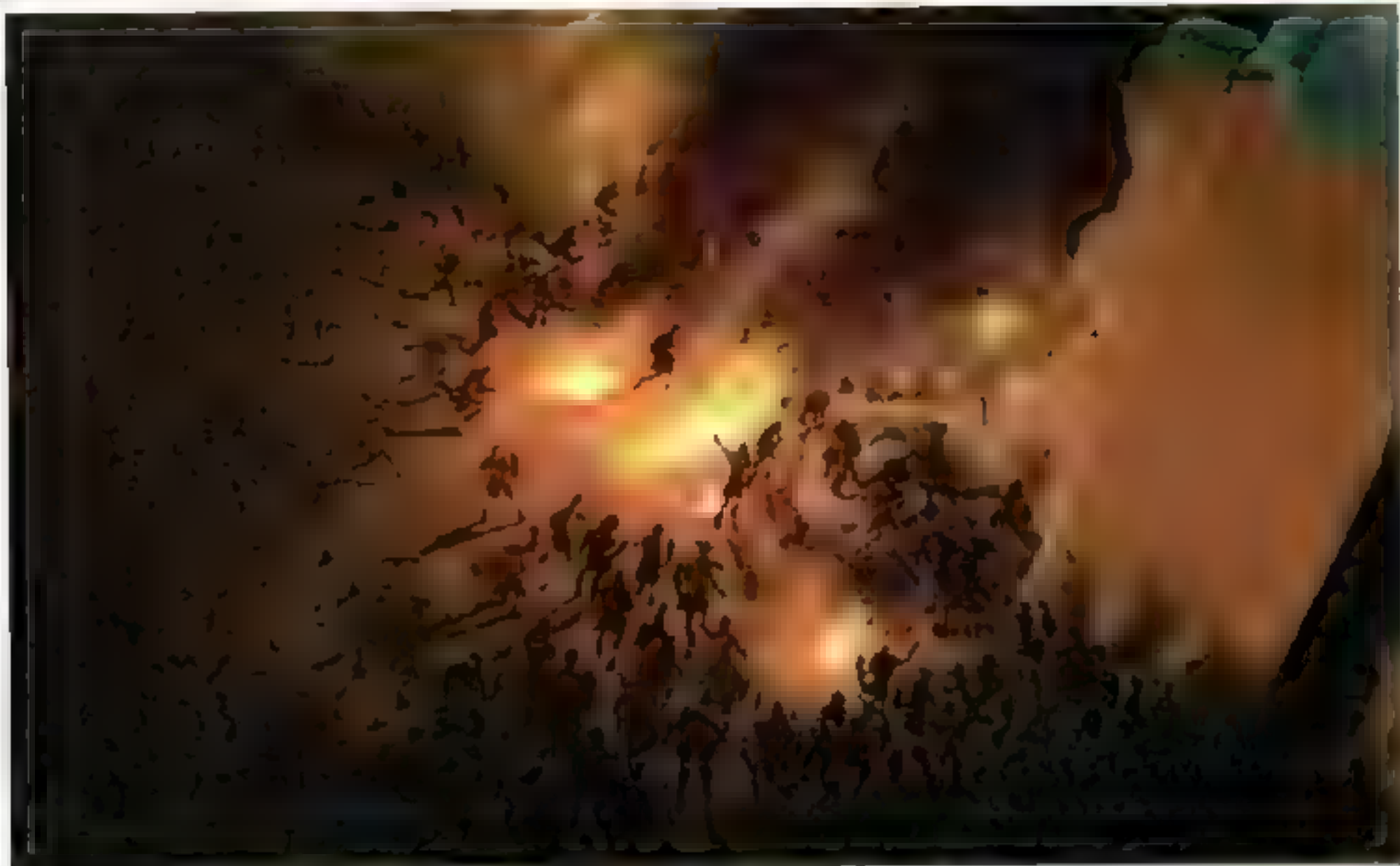


GLADIATOR TYPE: HEAVY

Heavy gladiators are slow and cumbersome. They get fewer turns than their light and medium colleagues and often have to spend them lumbering over to the action. But when they get there, they often dominate the fight by dishing out obscene amounts of damage and laughing off blows from weaker fighters. Opportunities to recruit them don't come around as often as they do for light and medium types, so don't let them pass you by.

Heavy gladiators cut through medium gladiators like a Bladed War Axe through tissue paper, while easily absorbing the damage they do in return. Light gladiators give them fits, however, and their percentage chances of scoring a hit often plummet to the single-digit range. Well-timed critical hits can solve that problem, however, so this match-up isn't quite as bad as the tutorials suggest. Just make sure the light types that know Backstabber don't get a chance to slip behind you and plant an ax in your back.





III • The Surgical Strike

Backstabber is a powerful skill, and in battles where you can position your characters anywhere, it's easy to set key foes up for a shiv between the ribs. Simply put a backstabber (like a Bandit or Secutor) and one other gladiator on opposite sides of the strongest foe, or a key unit you want to eliminate early, like a Channeler. Have the backstabber pass its turn until your other character's initiative, and have that character engage the target in battle. The backstabber's turn will come around immediately (since you recover from passing very quickly) and he'll be in place for his strongest melee attack, with a double damage backstab bonus. Most crowds'd approve of such treachery, but since it's the beginning of the battle, you'll have no good will to lose.

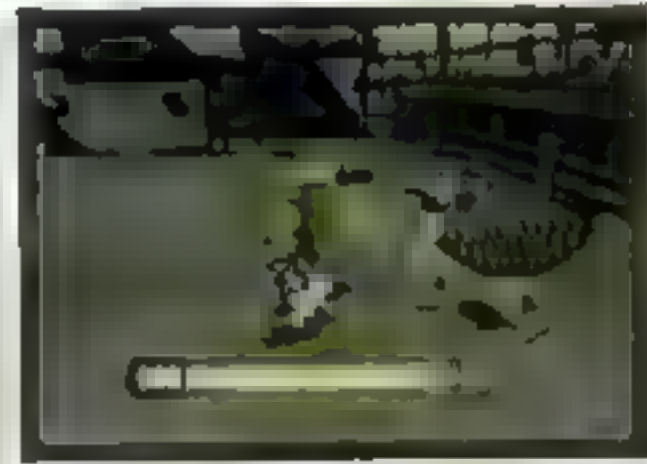


IV • Hold the High Ground

There's no rule saying you can't place your characters directly onto crates and other objects with height bonuses. You can even place them directly atop the hill in certain King of the Hill battles! Crates and such don't appear on the placement maps, so you'll have to start the fight, figure out where you want to be (by counting squares from some landmark), and remember for next time.

THE REFLEX ADVANTAGE

If you can master the swing meters in Gladius, you'll have an advantage against the computer opponents because anytime you hit the critical (red) zone on the swing meter, your character will deliver an unblockable hit to the enemy.



That means that if your reflexes are sharp and you choose the right attacks, your heavy gladiator will have no problem taking out an opponent's light gladiator, no matter how evasive your target is.

If you play with the Swing Meters turned off, your gameplay strategies need to change accordingly. Pay special attention to the little bull's-eye mark that appears by an opponent's stats when you target them. It shows the odds that you'll hit with your selected attack. If it's less than 50 percent, switch to an attack that provides a higher chance of hitting the target. Because it's generally easier to play Gladius with the Swing Meters on, the strategies provided in this guide assume that you haven't turned the option off.



SPECIAL BATTLES

Wiping out your enemies is the most common battle objective, but it's far from the only one. There are a number of special battles that you'll see time and time again, and we'll cover the best tips for those fights in this section. Less common special battles, like the ones in Cro Beska's "Condemned Hope" league, will be covered in the Atlas.

POINTS BATTLES



The goal in these battles is to do as much damage as you can. Score is all that matters, because all combatants have infinite health. Obviously critical hits and such are good here, but they're not the best tactic. The judges don't care who you're doing that damage to. So attacks that damage your own teammates, like the Gungnir/Peltast skill Exploding Javelin or Valens's Wide Swing, are invaluable. The Undead Summoner is another MVP, because his Darkness From Life skill damages himself, then almost immediately gives him another turn (and a bunch of affinity) in which to damage others.

KING OF THE HILL

In King of the Hill, you have to hold a spot on top of a hill, earning a point for each turn your team is on top. The last minute is always worth double points. This makes come-from-behind victories possible. In general, the best strategy is to take the hill from the get-go, by placing your character as close to the top as possible. The ideal hill-holder has a bunch of innate skills to help him dodge, and a skill like Defend to make him virtually unkillable. While he holds the hill, your other characters should use the fact that your opponents are engaged with the hill holder to backstab his attackers.

If you can't get to the hill first, you'll have to kill its current occupant to retake it. Unless you use a character that can move people off the hill. Characters such as the Undead Summoner (with the Spanting Bones skill) or the Archer (with the Jolt Arrow skill) can allow you to move the King off the Hill with one simple attack.



There are two types of support gladiators: Javelin-throwers, like the Nordagh Gungnirs and their Imperial twins, Peltasts; and bow-wielding Archers and Amazons. All are neutral in the light-medium-heavy game, but are very weak to direct attack. Support characters are only good when they're shooting their foes from a few squares away.

Virtually all support / field attack skills are ranged attacks that require a clear "line-of-sight" to hit, even Combo Attacks and Affinity Attacks. To play these characters correctly, it is imperative that you understand what that means. Line-of-sight means that you can draw a line from the center of the shooter's square to the center of the target's square without intersecting any part of any character or obstacle's square. You can shoot diagonally through two obstructions (Figure B) but not when any part of an ally's square is in the way (Figure A). There is only one exception: A support character can fire over a beast character, because they're low to the ground.

Bow users can move, and then shoot, so it's easy for them to maneuver into a clear line of sight. But spear throwers cannot move and throw in the same turn, so positioning them (and your other characters so as not to block them) is vital.

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Figure A

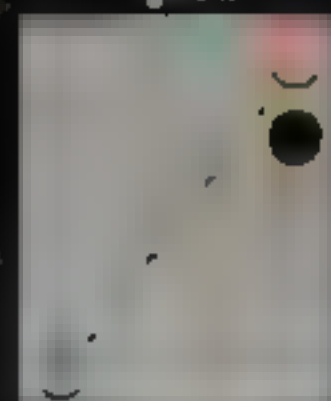
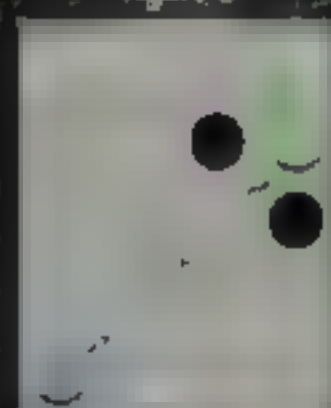


Figure B





When an enemy can engage a Gungnir or Pelrast in combat, it often blocks all of their line-of-sight options, effectively shutting them out of the battle. For that reason, melee skills, like Bear Form and Powered Throw, are very valuable. *Note: Use the line of sight button on your controller to help plan your projectile attacks.*



DOMINANCE BATTLES

Dominance battles are like King of the Hill, but with multiple hills (usually three). The general strategy is to take and hold two hot spots, concede the third, and wait for the clock to run out. Strategies vary arena by arena, but in general, you should divide into two teams, consisting of one hot spot holder and one defender. While your opponents attack the hot spot holder, the defender can backstab and kill them. Oppositon is tight in these battles, because your foolish opponent will often focus more on defending his one hill than retaking the two you took. Don't make the same mistake. If you're behind, throw every one but a single hot spot holder at their most lightly defended hot spot.



VANDAL BATTLES

The point of Vandal Battles is to destroy more barrels (or whatever) than your opponents. These fights tend to have random barrel placement, so if there are a lot on your side, you'll have the advantage. If there aren't, you can back out and try again, but that shouldn't be necessary if you're sneaky about it.

Only the killing blow matters, so stealing barrel kills from your opponents is as easy as it is cruel. Use a few Support characters, and while half your team destroys nearby barrels, have them keep an eye on your opponents and target their barrels when they're heavily damaged.



RIOT BATTLES

Playing defense is the key to these battles, where the goal is to destroy the opposing team's statue. The computer AI uses the same strategy every time: Send most of the team to attack your statue, while leaving one to defend. Get in position to block the routes to your statue, and take the attackers as they come, one-at-a-time. When they're all dead except the lone defender, move in, kill him, and attack the statue. Gungnirs and Peltrasts are great in these fights, because if an attacker breaks through your defensive line, they can plug 'em while they whack at the statue. (The statues are quite strong, so a few hits won't matter.) The game also ends if you kill all opponents, it's not always necessary to take out the statue.



TREASURE HUNTS

Treasure Hunts are rarely called that. Their name changes from league to league. But they're easy to spot if you check the descriptions. ... If they mention "non-critical chests," you're in luck.

Treasure Hunts are simply normal battles in which a few chests have been placed in a corner of the arena. If you think you can handle the fight with one less guy, you can send a light character to spend a few turns looting the chests. If not, you can eliminate all of your foes but the weakest one and keep him alive while you collect the loot.

The treasure chests contain mostly common weapons and small amounts of gold. The weapons are never anything rare, but even common weapons are expensive, and you can sometimes clear 10,000 dinars by selling a particularly good pile of loot. If the assortment is lacking, you can replay the fights and get the loot again. (The exact chest contents change randomly from battle to battle.)

SKILLS

BUYING THE RIGHT SKILLS

Your Gladiators are only as good as their skills. This is one of the reasons it's better to recruit gladiators at low levels and raise them yourself. High level gladiators raised by the computer just dump their skill points into whatever's cheapest, wasting them on redundant and ineffective skills. Here are a few guidelines so you don't make the same mistakes.

I Save up for the good stuff

Don't let those job points burn a hole in your pocket. Unused job points carry over from level to level, so it's easy to save up for good skills like Riposte and Cover Area.

II Avoid redundant skills

How many hit the square in front of you attacks do you need? Every early skill you buy should add a new capability to your gladiator: the ability to counter, to attack from a distance, to hit a row of enemies, to buff up when you have nothing else to do, etc. Versatility is the key.

III Don't buy every skill in a series

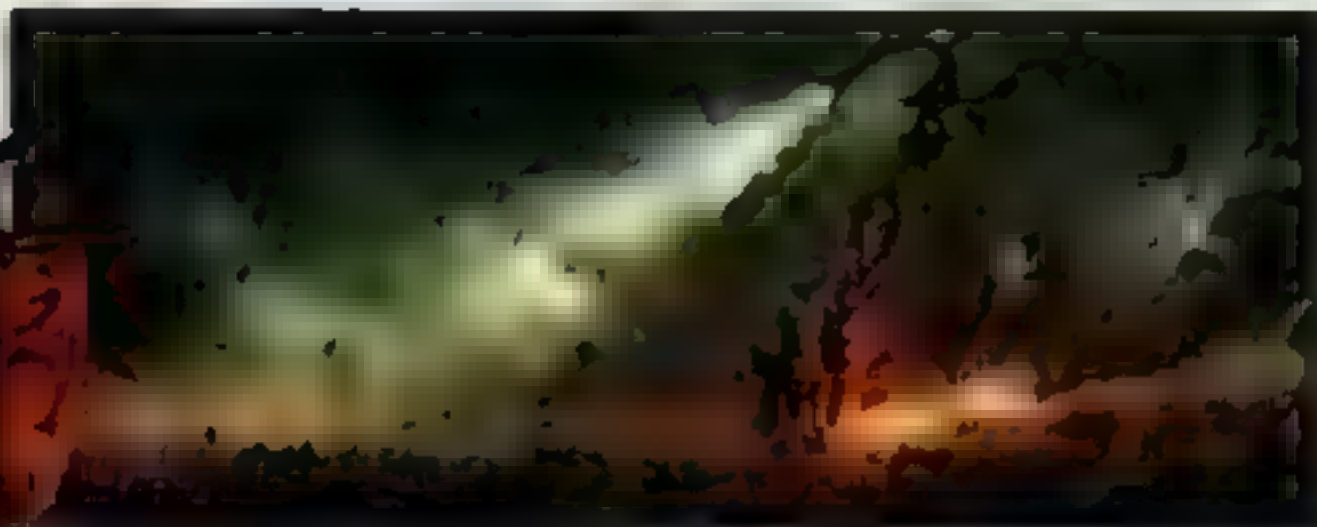
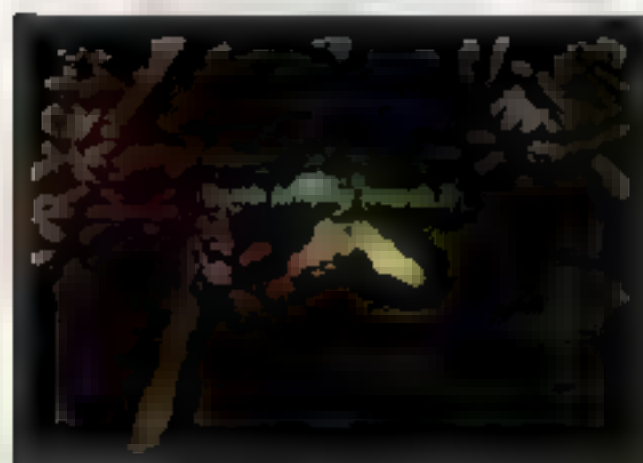
Buying all four Long Throw skills is a waste, because each one increases your range only by a single square. And do you really need a choice of Combo Attacks? Buy Combo Attack 2 or 3 and then move on. There are better ways to spend job points than incremental improvements.



SERIES BATTLES

There are two different kinds of Series battles. In a standard Series, you simply have to clear all the battles in order, without using any. In all other respects they're normal. You choose and place your characters at the beginning of each one.

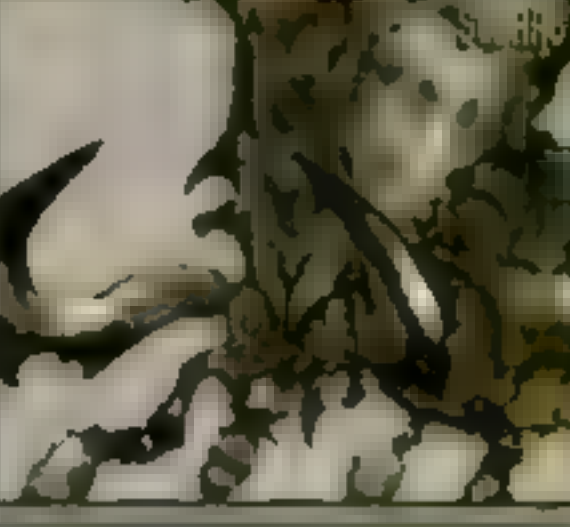
Endurance Series (also known as Survival Series) are much tougher. In these, the characters you choose at the beginning must battle through several waves of foes, and they don't regain hit points between waves, except for characters with shape changing skills, that can regain health by doing so. Always use your best characters and make sure you have a variety of types. You do have a few small advantages though. Affinity points do carry over, so you'll want to use your affinity specialists, build up a lot of points, and unload powerful affinity attacks on enemies in later waves. Skill points don't carry over (you get a full batch at the beginning of each wave), so use your strongest combos and attacks on even weak enemies. When there's no healing, every point of damage you can prevent counts.

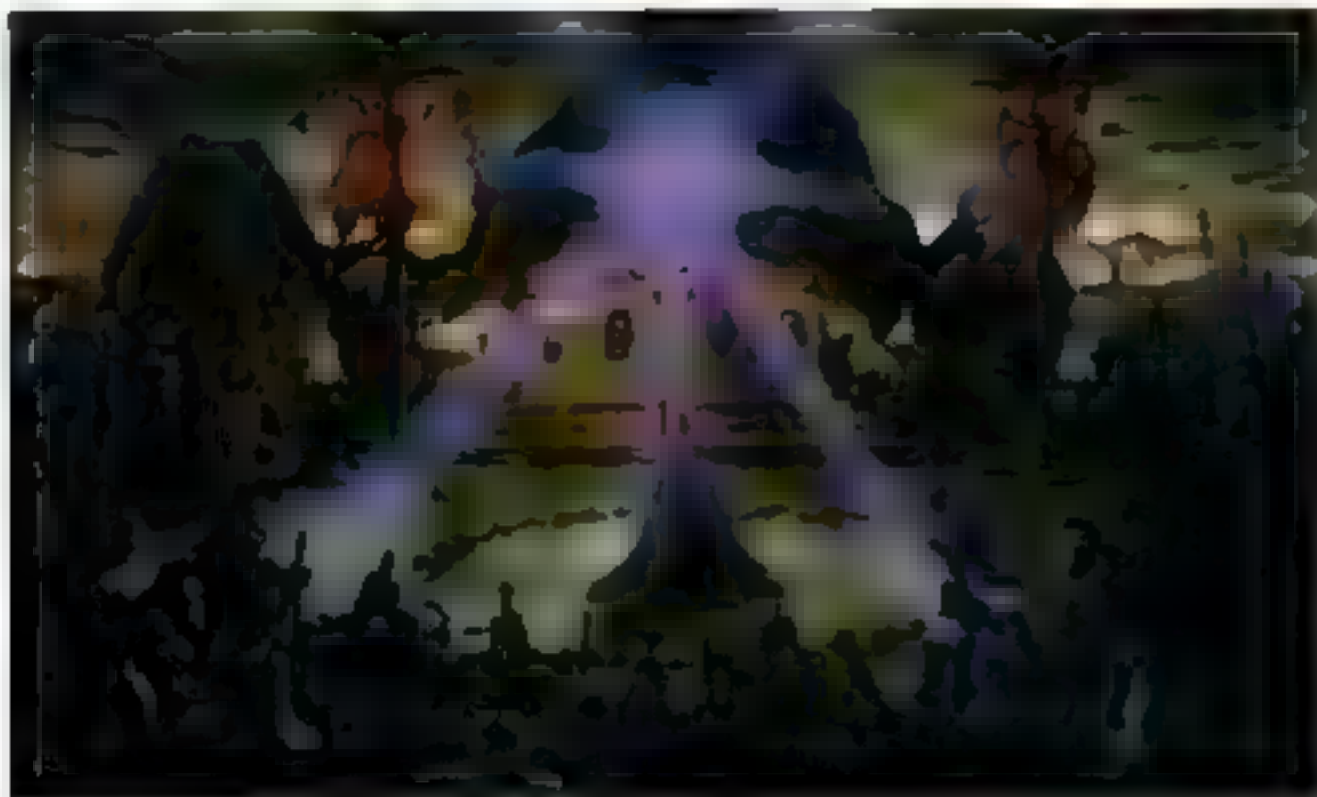


GLADIATOR RIDE-UPS

Bears fill the shoes of heavy gladiators, with devastating attacks and buckets of hit points. Wolves and Plainscats behave more like light gladiators, with high mobility and good initiative. Scorpions and Scarabs are strange utility characters, not particularly strong in stats but with lots of versatile techniques. Beasts can vary widely, and must be judged as individuals. Still, all beasts do have a few strengths in common.

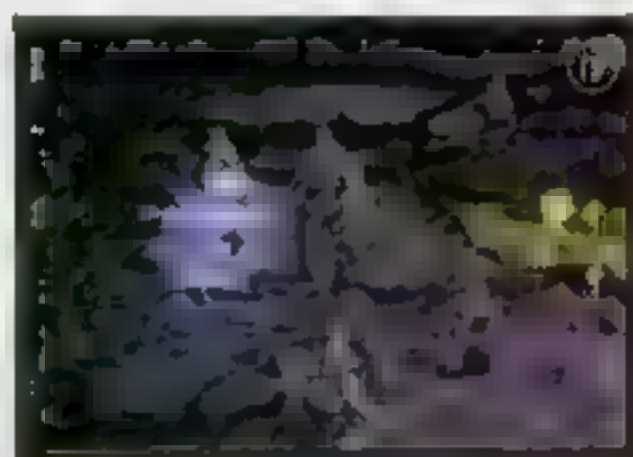
- Beasts are cheap to maintain. Beasts can equip nothing but accessories, so they lower your school's equipment budget.
- Beasts do not obstruct support characters. Don't overlook this detail! Heavy beasts and support characters make an amazing team. A Bear can thrash an opponent in melee while a Gunghir covers his back and fires spears over his head.





IV Special Skills

Special Skills are generally not attacks. They can do anything from boosting your stats to teleporting you across the field. It's always good for each character to have a useful special skill he can use when he is playing defense and waiting for enemies to arrive. Special skills that apply positive or negative effects to opponents usually require you to succeed at the added effect meter, so if you have poor reflexes, you should skip those.



IV Don't split your Affinities

Since you have to buy every Affinity attack in a series, it is a huge waste of job points to ever buy skills in more than one Affinity. Pick one and stick to it.

V Not everyone needs Affinities

You might want to get Affinity Attacks for every fighter, since it's a decent can't-miss attack, but don't go beyond that for most of your school. It's best to pick only a handful of gladiators to be your Affinity specialists, and buy later Affinity Attacks only for them. Use these Affinity specialists whenever you're doing an Endurance Series, going up against the undead, or a league requires it.



I Move Skills

Move Skills let you move a set distance and then attack. All characters get Strike, or its equivalent, for free. Skills that let you move further to attack, like Running Attack, are very valuable for low-mobility characters. However, anything beyond the first long-distance move skill is usually redundant.



II Attack Skills

Attack Skills are generally more powerful than move skills, but you cannot move before using them. The best attack skills add to your capabilities, by letting you hit multiple enemies, or attack long range. Attacks that are simply more powerful are usually a waste, since Combo Attacks usually do the same thing better.

III Combo Attacks

Combo Attacks let you unleash a series of normal attacks — the first at normal power, the rest at about half power. Unless you have fantastic reflexes, don't go for the critical on the first hit, because a blue-zone miss will end the combo. Combo Attacks cost a few skill points to use, but can do a great deal of damage, and each hit fills your Affinity Power bar as much as a standard attack.

Note that each hit of a combo counts as an attack for the purpose of triggering Innate Skills. For example, a three-hit combo that misses twice could trigger two Reposte counter attacks. Or, a successful five-hit combo will increase fivefold the chance that nearby allies will get a free hit off of Coordinated Attack.



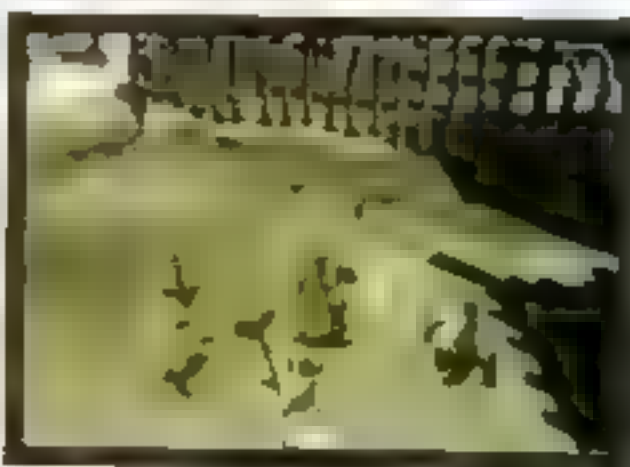


V Affinity Attacks



Affinity Attacks require Affinity Power to use. Arcane characters will find a wide variety of attack options in this slot, but all other characters simply have Affinity Attack 1 through 4 in the affinities that are available in their class. Affinity Attack 1 and 2 do not do much damage, but they never miss. This makes them useful when you're facing evasive characters. Affinity Attack 3 also applies a negative status effect to its target, usually incapacitating them temporarily, which is useful when you're outnumbered. Affinity Attack 4 summons an Affinity Beast that will damage every enemy in the arena, but unless you have a weapon that is very high in Affinity Power, it will usually come too late in the fight to matter.

VI Innate Skills



Innate Skills are always on, and usually cost nothing to use. In general, anything that lets you counter attacks or evade attacks is worth buying. Innate skills like Indomitable can be useful in battles with Berserkers or Plainscats and also make Heavy units immune to incapacitate. Some classes have very powerful innate skills, like the Centurion's Garrison and Coordinated Attack, and these will be covered in more detail in the character section.

SKILL COMBOS

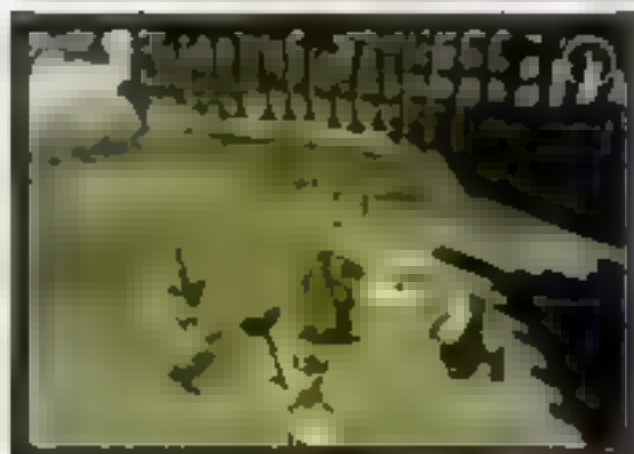
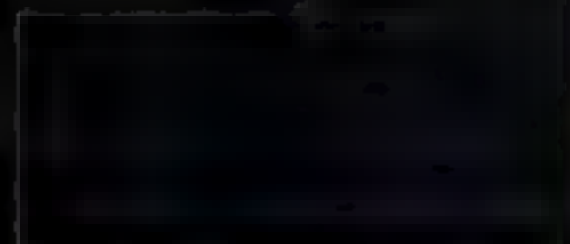
I On Guard + Riposte

Any skill that lets you counter attacks works great with skills like Evasion, Defend, Fortified Defense and On Guard. Simply



The rarest of gladiators, arcane types use Affinity Power for nearly everything, even Combo Attacks. Each arcane type has a special way of earning Affinity points: Summoners pull it from the gods, Channelers steal it from other gladiators, Undead Summoners convert their own hit points, and Mongrel Shamans get double points for melee attacks. They can spend these points on a wide range of magic attacks, like Ice Storm and Fire Cloud. Summoners and Undead Summoners can use it to summon Affinity Beasts and undead creatures.

Arcane types are not the best in combat, but they should never need to use melee attacks (except for Mongrel Shamans). Arcane gladiators can use their Combo Attacks and Affinity Attacks from a distance. Because of this, they often fill the same role as support characters. Mongrel Shamans and Channelers are fairly easy to recruit, but you'll need to conquer difficult challenges to get your hands on a Summoner or Undead Summoner.



wade into the middle of the battle, so everyone attacks you, then Defend every turn. While enemies attack you, your allies can hit them from behind, while your counter attacks whittle away at their health. This combo is insane when done with the Bear's Raging Bear skill.

I) Surprise Attack + Backstabber

Normally, you can only backstab opponents who are engaged with an ally. But with Surprise Attack, they won't turn to face you, even if they're alone. This Secular special lets you backstab anyone, any time.

III) Combo Attack + Affinity Attack

An obvious combo, but a good one. Whenever you're forced to fight one-on-one (it will happen a lot), this is the best strategy. Use up your skill points hitting



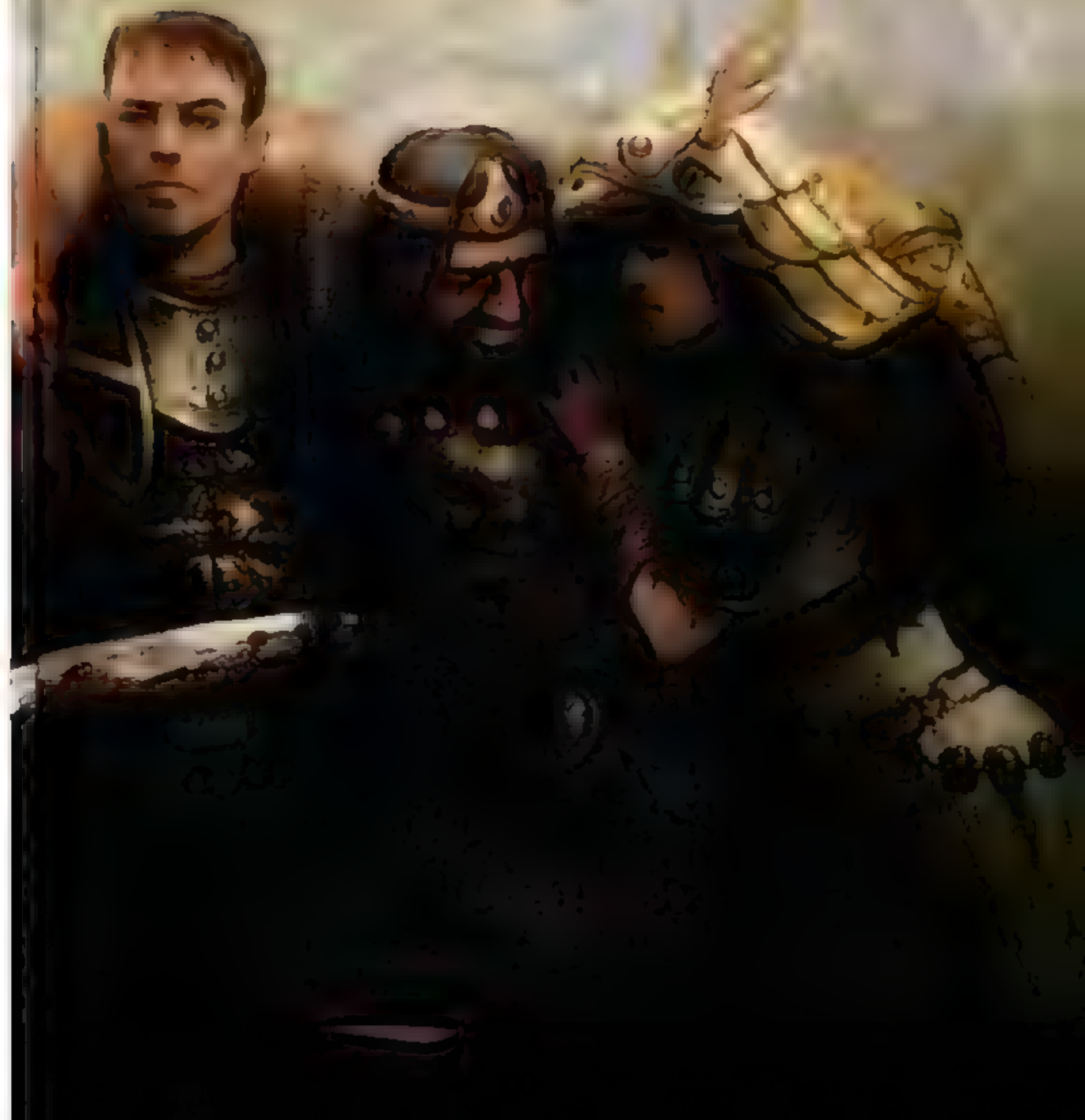
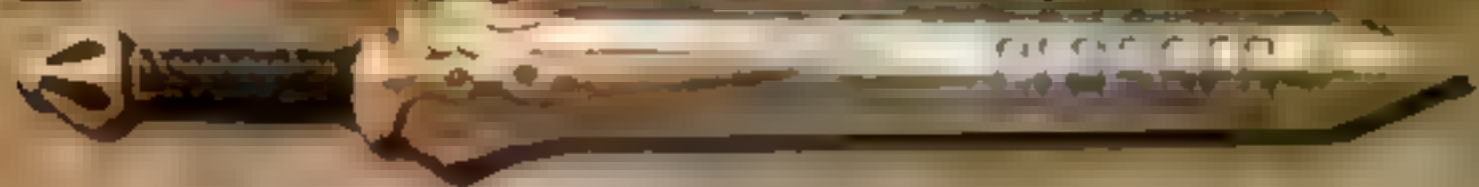
foes with powerful Combo Attacks, which will rapidly fill up your Affinity Power bar. Then unleash Affinity Attack 1 or 2 twice to do unblockable damage and refill your skill points. Affinity Attacks have quick recovery times, so your foes often won't be able to get an attack in edgewise.

IV) Reaper + Teleport

You'll need an Undead Summoner and two expensive skills to pull this one off, but it's worth it. Reaper kills its target after a few turns, unless the caster dies first. The computer is smart enough to turn its attention to killing the caster, but Teleport will keep you beyond its grasp. This is great when you're fighting a single enemy who is many levels above you.



GLADIUS





TYPE: MEDIUM

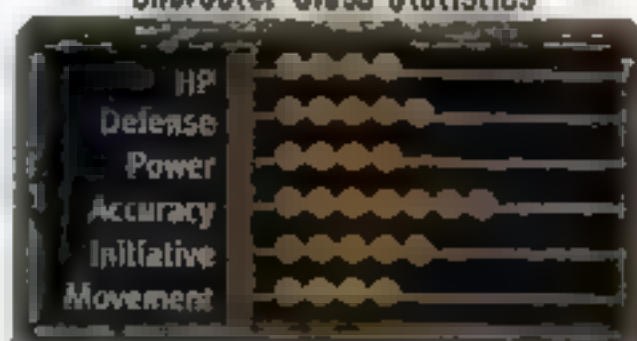
URSULA

One of the unique things about Ursula is that she gains a number of her techniques through storyline events. Using Empower Self three times in Fjord of the Fallen, Mordare's Den, and/or Stadium Dreas will give Ursula the Summon Shield skill, which replaces destroyed shields on the battlefield. After using Empower Self three times in any combination of those arenas, simply go into the school menu and check Ursula's statistics. Lysus will congratulate you on earning your new power. If you chose her as your main character, she'll learn other valkyrie techniques, like Heavenly Blast, Healing Light and Icarus Wings, later in the game.

With most of her unique techniques coming for free (they're marked with an *), Ursula is left with lots of skill points to spend. That makes her a natural affinity specialist; spend your points on Combo Attacks and Affinity Attacks, and use weapons that have a high affinity value. Ursula is not a great fighter overall, and can rarely do the damage her brother does. But she's better on defense, which is important in certain storyline and wilderness battles, where her death would mean the end of the game. If she's your main character, focusing on Affinity Attacks will keep her relevant, and using defensive ability like Empower Self regularly will keep her alive. Spell Blast is the best of her exclusive skills, since it can damage all enemies in a wide area, and as a magical skill is particularly potent versus the undead.



Character Class Statistics



Weapons
Medium Sword, Medium Hammer, Medium Axe, All Lexionnaire, All Ursula
Skills
Medium Skill, Ursula Shield
Armor
Barbarian Armor
Helmets
Ursula and Barbarian
Accessories
Runestone, Feathers (as Valkyrie)

Affinities



SKILL	Cost	Level	Description
Strike	0	1	Standard move to attack
High Kick	4	3	Heavy damage kick attack
SKILL	Cost	Level	Description
Energy Blast	18	3	Spell blast of energy
Overhead Cleave	40	4	Heavy overhead attack, may break opponent's helmet
Spell Blast	*	4	A powerful blast of light energy that damages all opponents within range.
SKILL	Cost	Level	Description
Combo Attack 1	6	2	Two hit attack, moderate speed
Combo Attack 2	12	3	Three hit attack, moderate speed
Combo Attack 3	27	4	Four hit attack, moderate speed
Combo Attack 4	34	5	Five hit attack, moderate speed
SKILL	Cost	Level	Description
Empower Self	0	2	A divine gift of increased combat abilities.
Defensive	10	0	Increase defense next turn
Blinding Flash	22	2	Blind all opponents within range
Summon Shield	*	0	Replaces destroyed shield with magical shield of Light
Light Beam	*	0	Healing beam; damages those aligned with the Dark Affinity
Icarus Wings	*	0	Teleport a short distance on the battlefield
SKILL	Cost	Level	Description
Affinity Attack 1	4	1	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	2	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 Required.
Affinity Attack 3	20	3	Most powerful attack enhanced by the power of an affinity god. has added effect. Affinity Attack 2 Required.
Affinity Attack 4	36	4	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 Required.
Heavenly Blast	*	1	A heavenly blast of light hits an opponent (Light Affinity only)
SKILL	Cost	Level	Description
Guard	0	1	Standard defensive maneuver
Shield Guard	0	1	Standard defensive maneuver with shield
Sibling Rivalry	2	1	Ursula is powered up when Ur or An is on battlefield.
Backstab	20	1	No bonus given to enemies when attacked from behind.
Defensive	38	1	Lowers opponent's defense if opponent misses attack.
Healing Light	*	1	When health is low, a light from the heavens heals Ursula.
Light Guard	*	1	Magic damage is reduced by the Light Affinity.

VALENS

WARRIOR



Character Class Statistics



Valens has more hit points than Ursula, and higher Defense, but lacks some of her grace and agility. Both heroes are pretty middle-of-the-road as far as stats go, but differ widely in the skill department. Valens lacks Ursula's versatility, but makes up for it with sheer power. While Ursula has several skills she can gain by using her magic abilities, Valens has only two: **Munio's Spirit** and **People's Champion**. Both are good skills, and are awarded automatically as you play.

The most interesting Valens skills are plain old attacks. **Wide Swing** hits the opponent directly in front of Valens for heavy damage, and anyone to that character's left or right (potentially including your allies) for lighter damage. It's a surprisingly powerful and versatile attack for only 10 job points. **Bungle Enemy** isn't particularly special, but it's useful, powerful, and cheap. **Smack Back** is a fantastic skill that damages everyone near Valens and knocks them back a square, forcing them to waste their next turn on less effective move attacks.

Valens has a solid assortment of innate defensive skills. They're hard to get excited about, but if you start taking them late in the game (after getting the three attacks mentioned above) you'll eventually have a hero who is immune to all conditions and backslabs, and has three ways to block or evade attacks.



Weapons

Medium Sword, Medium
Medium Axe, All Regional

Shields

Medium Shield, Medium
Medium Shield

Armor

Medium Armor, Medium
Medium

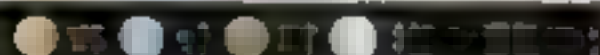
Helmets

All Valens, All Legionnaire, Military
Helmet

Accessories

Medal

Affinities



Fire Water Earth Air Dark Light

Skill		Description
Strike	0 1	Standard move to attack

Skill		Description
Slagger Fox	4 2	Effect: Reduce opponent's movement rate
Wide Swing	10 3	Sweeping attack that damages multiple opponents in front of character
Bungle Enemy	18 2	Effect: Reduce opponent's accuracy
Shield Hit	24 3	Strong attack using shield
Smack Back	30 4	Spinning attack that knocks back any unit around Valens
Target Head	34 3	Effect: Reduce opponent's initiative
Overhead Cleave	40 4	Heavy overhead attack, may break opponent's helmet

Skill		Description
Combo Attack 1	6 2	Two hit attack, moderate speed
Combo Attack 2	12 3	Three hit attack, moderate speed
Combo Attack 3	22 4	Four hit attack, moderate speed
Combo Attack 4	34 5	Five hit attack, moderate speed

Skill		Description
Empower Self	0 3	A divine gift of increased combat abilities
On Guard	6 1	Increase defense next turn

Skill		Description
Affinity Attack 1	4 40	Attack enhanced by the power of an affinity god
Affinity Attack 2	10 60	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 Required
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 Required
Affinity Attack 4	36 100	Summon a servant of an affinity god to attack all opponents Affinity Attack 3 Required

Skill		Description
Dodge	0	Standard defensive maneuver
Shield Block	0	Standard defensive maneuver with shield
Evasion	12	More effective defensive maneuver
Indomitable Will	18	Immune to root, petrify, blindness and freeze
Awareness	22	No bonus given to enemies when attacked from behind
Immunity	32	Immune to stun, confusion, charm and fear
Backstab	38	Lowers opponent's defense if opponent misses attack
Munio's Spirit	*	Receive large defense bonus when Hit Points are low
People's Champion	*	Crowd meter increases faster

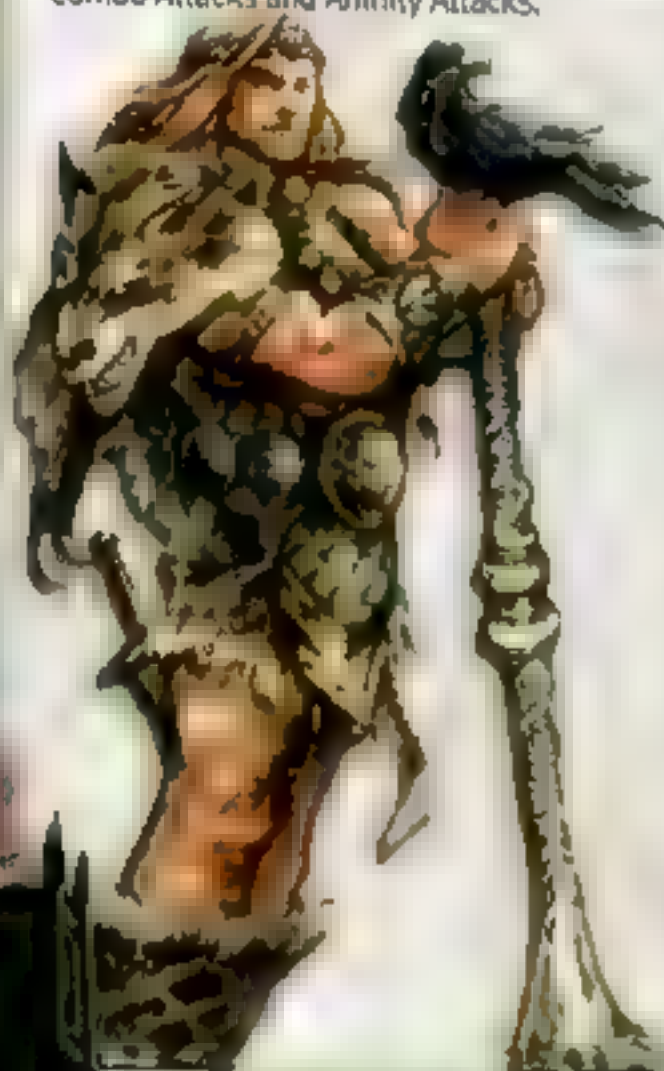
TYPE MEDIUM

URLAN

Urlan is probably the most physically powerful medium gladiator in the game, and is a great asset for Ursula early in her quest. He has a lot in common with other Barbarians, but differs in a few crucial ways, mostly for the better.

Without the Running Attack skill that other Barbarians enjoy, Urlan is one of the least mobile middle types. But its replacement, Break Defense, is a very powerful late game Move attack that does heavy damage and cannot be blocked. Lunge is a little strange, as it can only hit enemies who are exactly two squares away. You won't have valid targets too often, but it's nice to have in your belt, just in case. Urlan can't get the other Barbarians' innate Totem skills, but his replacements are solid. Older Brother is very nice, and Riposte is great on a heavy hitter like Urlan.

I'm far less thrilled about Urlan's various shape-shifting skills. Wolves aren't great (unless you have lots of other wolves), and Urlan is already a bear on offense, so there's little point wasting job points on Bear Form. That leaves Cat Form (an Urlan exclusive), which is a fun skill that can be useful in large arenas when Urlan's lack of mobility makes him fall behind. Still, don't start dabbling in such chicanery until Urlan has purchased Riposte, Break Defense, and a few good Combo Attacks and Affinity Attacks.



Character Class Statistics

HP	100
Defense	10
Power	10
Accuracy	10
Initiative	10
Movement	10



Weapons
Two Handed Sword, Two Handed Axe, Two Handed Hammer, All Barbarian
Armor
All Urlan
Skills
None
Items
Barbarian equipment, All Barbarian
Mounts
All Urlan, All Barbarian, Not Helms
Recesses
Runes

Affinities

Fire	Water	Earth	Air	Dark	Light
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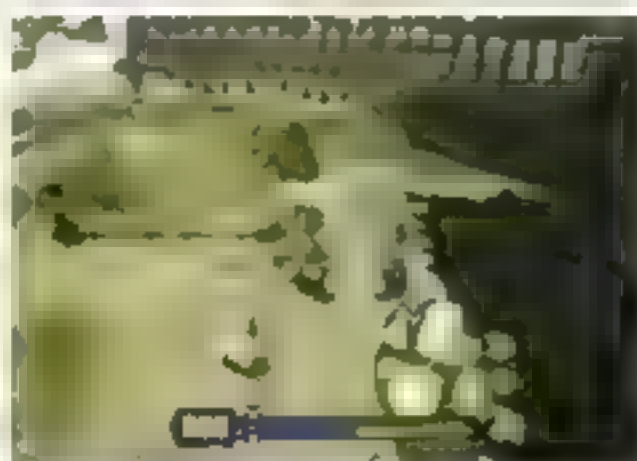
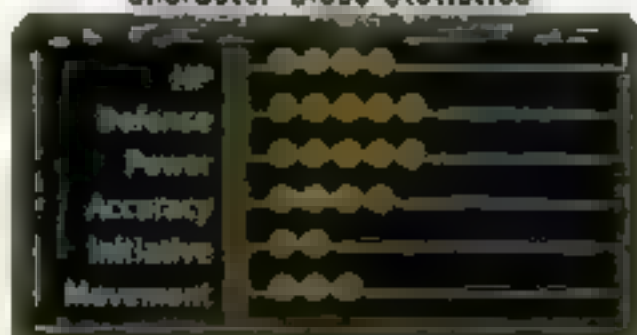
Skill	Cost	Description
Strike	0	Standard move to attack.
Break Defense	34	Several fierce attacks that prevent defense.
Skill	Cost	Description
Lunge	24	Heavy damage attack, effectively only at short range.
Crippling Blow	30	Brutal attack that may stun and knock down opponent.
Overhead Cleave	40	Heavy overhead attack; may break opponent's helmet.
Skill	Cost	Description
Combo Attack 1	4	Two hit attack, slow speed.
Combo Attack 2	8	Three hit attack, slow speed.
Combo Attack 3	16	Four hit attack, slow speed.
Combo Attack 4	26	Five hit attack, slow speed.
Skill	Cost	Description
Wolf Form 1	4	Shapeshift into a wolf of lesser ability.
Cat Form 1	6	Shapeshift into a cat of lesser ability.
Bear Form 1	10	Shapeshift into a bear of lesser ability.
Wolf Form 2	12	Shapeshift into a wolf. Wolf Form 1 required.
Cat Form 2	18	Shapeshift into a cat. Cat Form 1 required.
Bear Form 2	20	Shapeshift into a bear. Bear Form 1 required.
Wolf Form 3	32	Shapeshift into a wolf of greater ability. Wolf Form 2 required.
Cat Form 3	36	Shapeshift into a cat of greater ability. Cat Form 2 required.
Bear Form 3	38	Shapeshift into a powerful bear. Bear Form 2 required.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 Required.
Affinity Attack 3	20	Highest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 Required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 Required.
Skill	Cost	Description
Older Brother	8	Urlan is more resistant to damage when Ursula is on the field.
Parry	0	Standard defensive maneuver.
Inspiration	12	Give defensive bonus to adjacent Nordaght allies.
	22	Immediate counter attack when an incoming opponent attack misses.

LUDO

TYPE: MELEE



Character Class Statistics

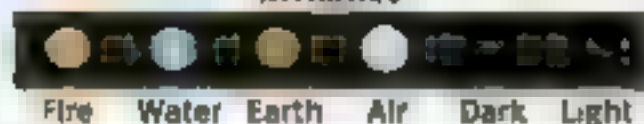


Ludo is Valens's right-hand man early in his quest, acting as a solid second middle-weight fighter. He differs only slightly from the typical Imperial Legionnaire, but those differences are in his favor, and are reason enough to keep him in active duty and leave the other Legionnaires to sip tea in the recruiting office.

The differences in his attack capabilities are minor: Ludo has Upper Hand instead of Precision Attack, and Upward Slash instead of Overhead Cleave. Precision Attack will be missed, but Upward Slash is probably the better of the two late-game power attacks, since it costs only 3 skill points to use. Riposte is also an important skill.

The more significant differences are in the Innate Skill department. Ludo dumps the extremely situational Orders and Practiced Maneuver skills in favor of Toughness, a great skill that effectively raises his defense well beyond that of other Legionnaires, and Peoples Champion, a crowd-pleasing skill that should pay dividends for the whole party.

Affinities



Skill	Cost	Level	Description
Strike	0	0	Blowdown move to attack.
Upper Hand	10	3	Successful attack knocks opponent down.
Skill	Cost	Level	Description
Target Leg	4	2	Medium damage; may reduce opponent's movement rate.
Bungle Enemy	18	2	Effect: Reduce opponent's accuracy.
Destroy Shield	24	1	Successful attack may destroy opponent's shield.
Target Head	34	1	Effect: Reduce opponent's Initiative.
Upward Slash	40	3	Heavy damage attack.
Skill	Cost	Level	Description
Combo Attack 1	6	2	Two hit attack, moderate speed.
Combo Attack 2	12	3	Three hit attack, moderate speed.
Combo Attack 3	22	4	Four hit attack, moderate speed.
Combo Attack 4	34	5	Five hit attack, moderate speed.
Skill	Cost	Level	Description
On Guard	6	0	Increase defense next turn.
High Guard	30	2	Increase defense next turn.
Skill	Cost	Level	Description
Affinity Attack 1	4		Attack enhanced by the power of an affinity god.
Affinity Attack 2	10		Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 Required.
Affinity Attack 3	20		Highest attack enhanced by the power of an affinity god. has added effect. Affinity Attack 2 Required.
Affinity Attack 4	36	100	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 Required.
Skill	Cost	Level	Description
Dodge	0	-	Standard defensive maneuver.
Shield Block	0	-	Standard defensive maneuver with shield.
Toughness	6	-	Resist a portion of all incoming damage.
Evasion	8	-	More effective defensive maneuver.
Indomitable Will	18	-	Immune to root, petrify, blindness and freeze.
Awareness	20	-	No bonus given to enemies when attacked from behind.
Peoples Champion	22	-	Crowd meter increases faster.
Riposte	22	-	Immediate counter attack when an opponent's attack misses.
Discipline	32	-	Immune to stun, confusion, charm and fear.
Off Balance	38	-	Lowers opponent's defense if opponent misses attack.



GLADIUS PRIMA'S OFFICIAL STRATEGY GUIDE



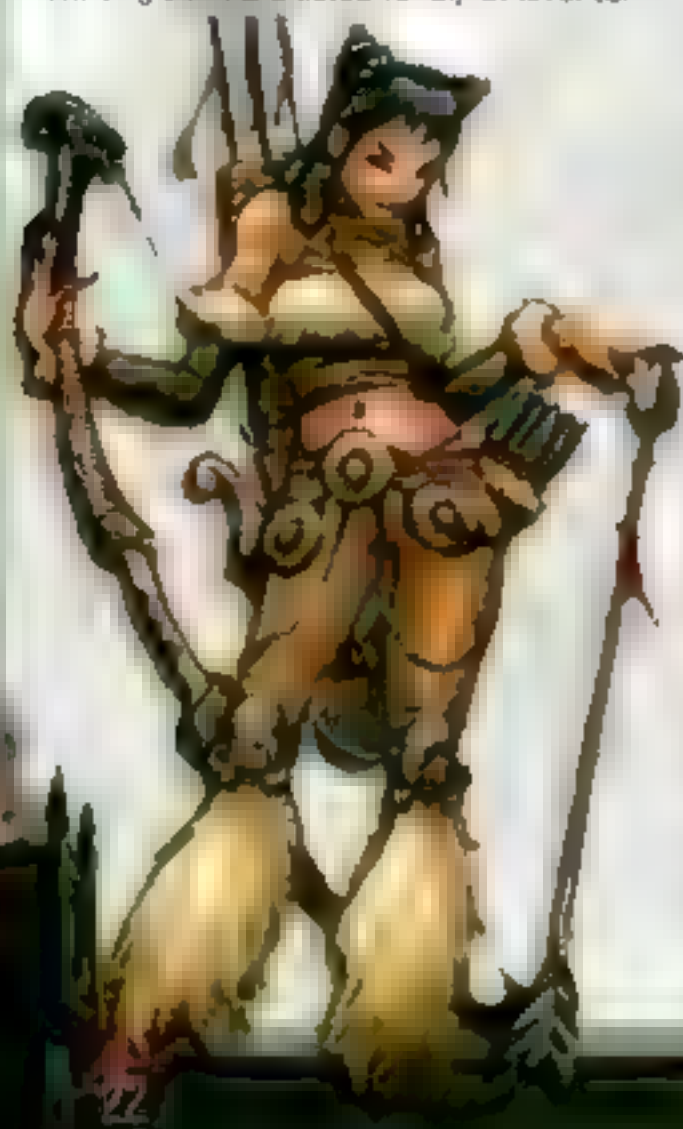
TYPE

Eiji

Eiji may claim to be an Archer, but she sure has a lot more in common with Amazons. Particularly in the fact that she seems to share the r issues with men. Many of her special skills are only effective on male opponents. Those skills, and her many Eiji-exclusive skills, are based around causing negative status conditions. They're nice when they work, but it's better to have the reliable damage that comes from a real Archer's bow.

Punch is a nice move attack, dishing out a bit of damage and offering a quick recovery time. Eiji differs from her fellow Support characters with a lot of strange arrow tricks: Acid Arrow poisons its target and slowly melts their shield (far too slowly for my taste). Flash Arrow is a solid area effect that can stun a cluster of opponents, while Nerve Arrow only stuns one, but more reliably. Razor Arrow is a strong offensive attack with a potentially deadly added condition.

Most of Eiji's skills cost too many skill points to be used frequently, so you'll end up alternating them with weak Move-Bow Shots. Volley is a nice exception to that rule, costing only 2 skill points for a very powerful effect. Cover Area is also a skill that shouldn't be underestimated. If used wisely, it can help multiple times during other character's turns. **Note:** Starting skills are listed for Eiji at level 10.



Character Class Statistics



Weapons
Plain Bow, All Archer, All Eiji
Shields
None
Armor
None
Helms
All Eiji, All Archer, Hat Helms, Helm Helms
Accessories
None

Affinities



Skill	Cost	Description
Move - Bow Shot	0	Standard move to attack
Quick Shot	1	Quick, low power attack
Skill	Cost	Description
Long Shot 1	3	Standard range attack
Long Shot 2	4	Kirk attack that can only be used against male opponents.
Sparks	3	Electric shock attack that causes damage and stuns a male opponent
Acid Arrow	3	Medium range poison attack that damages shield if blocked.
Flash Arrow	4	Range attack that can stun anyone in the effect area.
Long Shot 3	20	Long range attack
Nerve Arrow	23	Range attack that stuns opponent
Volley	30	Multiple arrow range attack with area effect.
Razor Arrow	32	Range attack that causes bleeding damage.
Long Shot 4	36	Extremely long range attack
Skill	Cost	Description
Combo Attack 1	4	Two hit attack, slow speed.
Combo Attack 2	8	Three hit attack, slow speed.
Combo Attack 3	16	Four hit attack, slow speed.
Combo Attack 4	26	Five hit attack, slow speed
Skill	Cost	Description
Cover Area	0	Automatically attack all opponents entering designated area.
Distract	2	Lower initiative of male opponent
Wink	0	Set a trap for male opponents to miss their attack.
Blind	34	Male opponent blinded by beauty.
Charm	38	Charm male opponent.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 Required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 Required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 Required.
Skill	Cost	Description
Defensive Maneuver	0	Standard defensive maneuver
Defensive Maneuver	40	More effective defensive maneuver

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THEORY



Character Class Statistics

Stat	Value (Circles)
HP	10
Defense	7.5
Power	5
Mental Energy	2.5
Initiative	10
Movement	10



Gwazi is the last storyline character you get in the game, but it's hard to get excited about a modified Secutor who has horrible Accuracy (the worst in the game, in fact) and can't learn Backstabber. On the plus side, he is the game's quickest character. And you'll need to use an ace at the combo bar or rely heavily on Back Attacks to get any damage in.

Back Attack and **Infallible Aim** are crucial skills when your Accuracy sucks, and while both are reliable, neither do much damage. **Weapon Throw** is a nice trick, capable of hitting medium range foes (if you get lucky) that are within a straight or diagonal line from Gwazi.

Like his Secular cousins, Gwaz gets a lot of mileage out of Berate and Taunt. Cough up the 30 job points for Evasion to make sure he can survive front line combat, and you have the crowd's undying devotion. Of course, that trick works just as well with Seculors, who also have Backstabber and reasonably good Accuracy. Gwaz's weaknesses can certainly be worked around when you have to use him, but I'd leave him on the bench when you don't.

Note: Starting skills are listed for Gwazi at level 10.

Affinities



Fire Water Earth Air Dark Light

SKILL	Level	Description
Strike	0	Standard move to attack.
Running Attack	2	Run across battlefield to attack (reduced damage and accuracy)
Back Attack	0	Target does not turn to face this attack.
Shield Bypass	92 0	Opponent cannot use shield to block attacks.

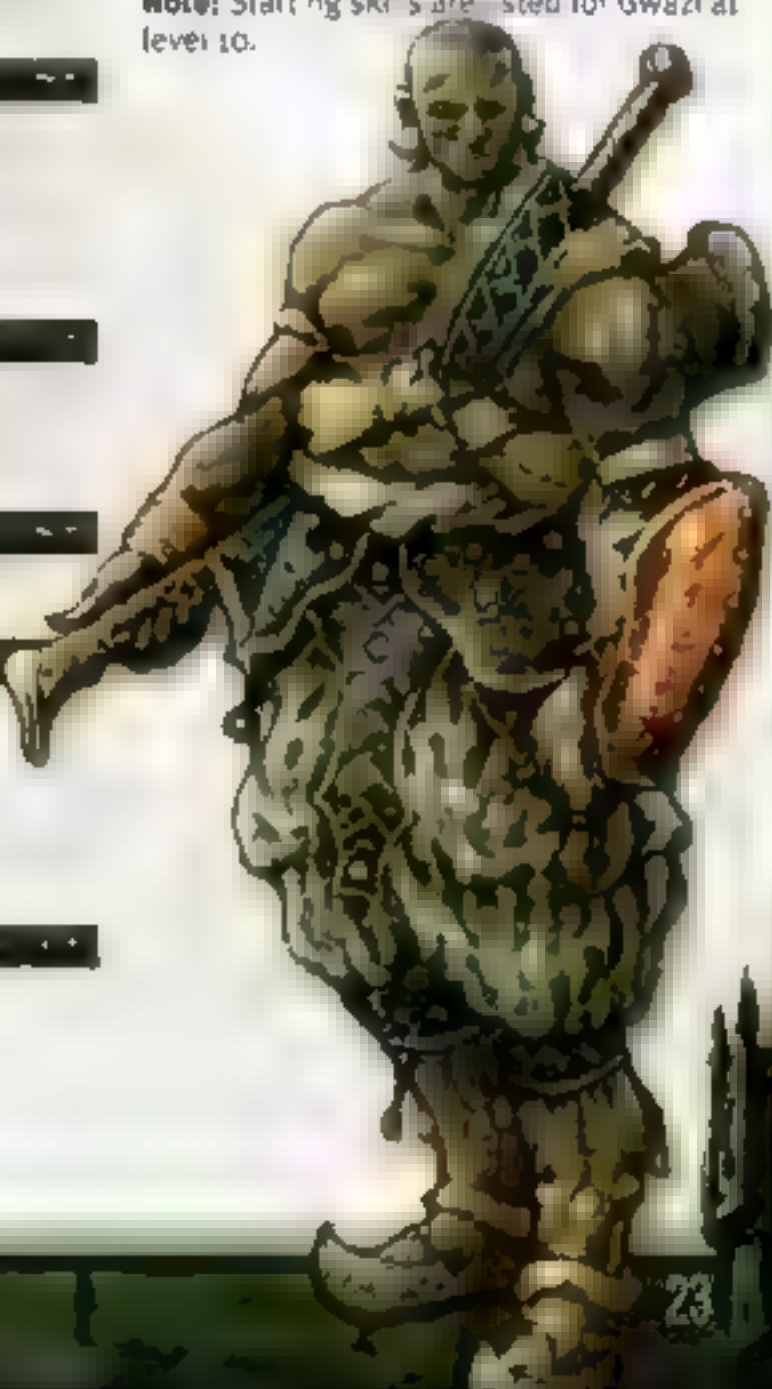
Skill	Description
Tip	1 Successful attack knocks down opponent
Destroy Shield	1 Successful attack may destroy opponent's shield
Infatible Aim	0 Opponent cannot evade attack, attack may be blocked
Weapon Throw	3 Throw weapon for ranged attack
Target Head	34 1 Effect: Reduce opponent's Initiative
Slicing Attack	40 5 Heavy damage attack that may cause bleeding damage

Skill	Cost	Level	Description
Combo Attack 1	4	2	Two hit attack, fast speed.
Combo Attack 2	8	3	Three hit attack, fast speed.
Combo Attack 3	16	4	Four hit attack, fast speed.
Combo Attack 4	26	5	Five hit attack, fast speed.

SKILL	Cost	Description
Sand Toss	1	Successful toss may blind enemies
On Guard	0	Increase defense next turn.

Skill	MP	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. <i>Affinity Attack 1 Required.</i>
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god. has added effect. <i>Affinity Attack 2 Required.</i>
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. <i>Affinity Attack 3 Required.</i>

Skill	Description
Standard defensive maneuver	Standard defensive maneuver.
Standard defensive maneuver with shield	Standard defensive maneuver with shield.
Taunt opponent - crowd reacts positively	Taunt opponent - crowd reacts positively.
Taunt	Taunt opponent - crowd goes wild!
Evasion	More effective defensive maneuver.



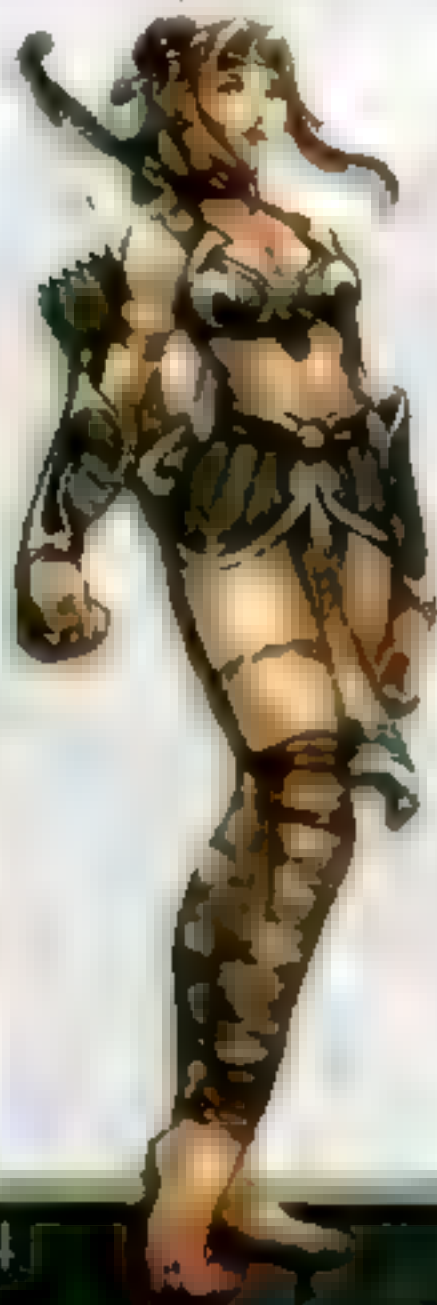
AMAZON

Amazons use bows, but differ from Archers in several important ways. They're more accurate, they can attack opponents in adjacent squares, they have several short range attacks, and they've traded most of the Archers' versatile arrow attacks for special skills (such as Charm) that beguile and distract primarily male opponents.

The kick attacks, however, are quite disappointing; they're expensive but do only slightly more damage than a point blank bow shot. Skip them and focus on the Amazon's exclusive arrow attacks.

Venom Arrow, which has a much wider "crit" range on the status effect meter, **Sparks**, which has a nice added effect for its cost, and **Volley**, a limited version of the Archer's Deluge.

There are times when temporarily incapacitating an opponent is more effective than picking away at their life total, but all of the Amazon's Special skills have a very limited range (most are only two squares in any direction), which negates most of the advantage of her bow. Additionally they don't work on females or beasts (even if that isn't specified in the skill description), so you'll often find yourself without a valid target.



Character Class Statistics



Weapons:
Plain Bow, All Amazon
Shields:
None
Helmet:
All Amazon, Diamond Helmet
Accessory:
None

Attributes



Skill	Cost	Description
Move Bow Shot	0	Standard move to attack.
Strike	0	Quick, low power attack.
Skill	Cost	Description
Poison Arrow	8	Successful attack may poison opponent.
Low Kick	10	Kick attack that can only be used against male opponents.
Sparks	18	Electric shock attack that causes damage and stuns a male opponent.
Venom Arrow	20	Successful attack may poison opponent.
Volley	30	Multiple arrow range attack with area effect.
Flip Kick	36	Strong kick attack.
Skill	Cost	Description
Combo Attack 1	4	Two hit attack, slow speed.
Combo Attack 2	8	Three hit attack, slow speed.
Combo Attack 3	16	Four hit attack, slow speed.
Combo Attack 4	36	Five hit attack, slow speed.
Skill	Cost	Description
Enamor	0	Lower initiative of male opponent.
Enamor	6	Root male opponent.
Flirt	13	Male opponent stunned by beauty.
Cold Shoulder	23	Freeze opponent.
Cover Area	24	Automatically attack all opponents entering designated area.
Trap	28	Set a trap so when male opponents miss their attack.
Beguile	32	Confuse target opponent.
Blind	34	Male opponent blinded by beauty.
Charm	38	Charm male opponent.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	30	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 Required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 Required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 Required.
Skill	Cost	Description
Dodge	0	Standard defensive maneuver.
Evasion	40	More effective defensive maneuver.

ARCHER

TYPE: SUPPORT

Weapons

Plain Bow, Archer Bow

Shields

None

Armor

None

Trinkets

Sk. Archer, Sp. Archer, Heavy Helmet

Accessories

Affinities

Fire Water Earth Air Dark Light

Skill		Description
Move Bow Shot	0 0	Standard move to attack
Skill		Description
Rapid Shot	3 0	Close range attack with fast recovery time
Exploding Arrow	4 4	Exploding range attack, causes area damage
Standing Bow Shot	4 3	Longest range attack
Long Shot 1	6 3	Standard range attack
Jolt Arrow	12 3	Successful attack knocks opponent back
Bull's Eye	18 2	Close attack that bypasses opponent's defenses
Long Shot 2	20 3	Long range attack
Poison Arrow	22 4	Ranged attack that may poison opponent
Indirect Fire	30 3	Ranged attack that travels over obstructions
Point Blank	32 4	Heavy damage attack for nearby opponents
Spray	34 3	Medium range attack with multiple arrows damaging opponents within range
Long Shot 3	38 4	Extremely long range attack
Long Shot 4	38 5	Longest range attack
Deluge	40 4	Long range attack with multiple arrows damaging opponents within range
Skill		Description
Combo Attack 1	6 2	Two hit attack, slow speed
Combo Attack 2	12 3	Three hit attack, slow speed
Combo Attack 3	22 4	Four hit attack, slow speed
Combo Attack 4	34 5	Five hit attack, slow speed
Skill		Description
Whispering Arrow	20 0	Pump up the crowd
Cover Area	24 0	Automatically attack all opponents entering designated area
Skill		Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 Required.
Affinity Attack 3	40	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 Required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 Required.
Skill		Description
Judge	0 1	Standard defensive maneuver

Character Class Statistics



Archers are probably the best Support characters in the game. They're not quite as accurate as Amazons or as powerful as Gunners, but they have a stunning array of ranged attacks and unlike spear throwers, will rarely be without a target. That's because bow users can do two things javelin users can't. Move to a square where they have a clear shot and attack in the same turn, and shoot enemies at point blank range.

Archers have a number of excellent skills to choose from. Rapid Shot doesn't do much damage, but it's free to use and has very quick recovery time, so it's a great way to get in a few hits while rapidly charging your skill point bar. You can then use those skill points on skills like the area effect Exploding Arrow and highly accurate Standing Bow Shot, which are too cheap to pass up. They should keep your Archer busy in combat while you save up for the all-powerful Deluge, which has such a wide range of effect it can often hit every enemy on the battlefield! Many of the single-target attacks, like Jolt Arrow and the powerful, short range Point Blank are also excellent, but nothing tops Deluge.



GLADIUS PRIMA'S OFFICIAL STRATEGY GUIDE



TYPE 1

BANDIT

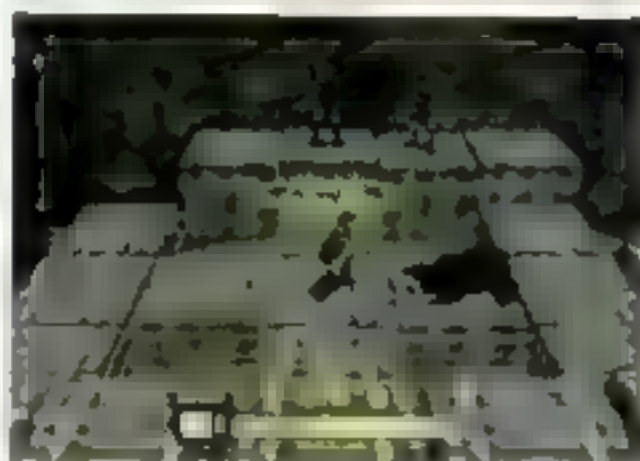
Bandits are quick, unerringly accurate, and deadly from behind. Heavy gladiators may be rare in Nordagh, but rain the Bandit should still be your first recruit when playing as Jrsu'a. In addition to pestering the heavies, Bandits are great at taking out low-defense light and support classes like Berserkers and Gunners. When you equip your Bandit, don't automatically go for the weapon with the highest stats. **Spear Attack** is so versatile and powerful that even a mediocre Light Spear is often the best choice.

Backstabber should be your first skill selection. Highly mobile Bandits shouldn't have much trouble slipping behind their foes, and **Backstabber** turns their weak jabs into powerful attacks. **Running Attack** and **Sprinting Attack** are fantastic, but should be used carefully; if you send your Bandit too far ahead, he'll be killed before the rest of your troop can catch up. Use them primarily to get behind opponents who are already engaged, or to shut down vulnerable Arcane and Support characters. **Incapacitate Heavy** is fairly redundant, but late in the game **Strong Incapacitate** will give you a good option for dealing with otherwise unbeatable medium type foes.

Since Bandits can easily avoid Heavy unit attacks, don't forget the **Riposte** skill. For every attack your Bandit dodges, he/she will counter-attack. The Bandit won't hit for a lot of damage, but because they dodge so much, it's good to have this skill.



Character Class Statistics



Weapons
Light Axe, Light Sword, Light Spear
All Secular All
Shields
Light Shield, Small Shield
Armor
Light Armor, Small Shield
Accessories
All Secular Hat, Helmet
Inventory
Bandit

Affinities



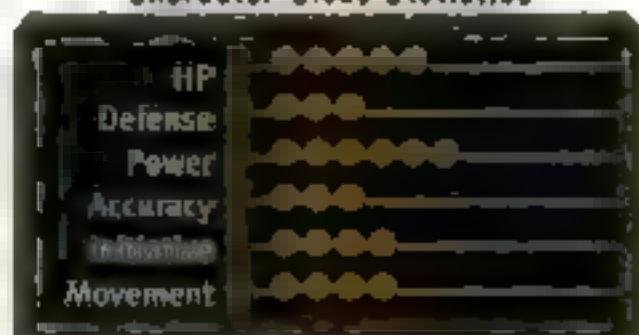
Skill	Level	Description
Strike	0	Standard move to attack.
Running Attack	6	Run across battlefield to attack (reduced damage and accuracy).
Quick Attack	24	Quick attack that evades opponent's shield.
Sprinting Attack	32	Run a greater distance across the battlefield to attack.
Skill	Level	Description
Spear Attack	0	Attack from the diagonal using the spear's extended reach.
Trip	18	Successful attack knocks down opponent.
Vigor Theft	34	Successful attack reduces opponent initiative.
Slicing Attack	40	Heavy damage attack that may cause bleeding damage.
Skill	Level	Description
Combo Attack 1	6	Two hit attack, fast speed.
Combo Attack 2	12	Three hit attack, fast speed.
Combo Attack 3	22	Four hit attack, fast speed.
Combo Attack 4	34	Five hit attack, fast speed.
Skill	Level	Description
Incapacitate Heavy	0	Successful attack will Petrify a heavy opponent for a short time.
On Guard	12	Increase defense next turn.
Strong Incapacitate	36	Successful attack may stun opponent.
Skill	Level	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	30	Highest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Skill	Level	Description
Dodge	0	Standard defensive maneuver.
Shield Block	0	Standard defensive maneuver with shield.
Group Courage	8	Increase movement and initiative when near other Bandits.
Back Stabber	10	Damage doubled when attacking from behind.
Evasion	20	More effective defensive maneuver.
Riposte	22	Immediate counter attack when an opponent's attack misses.
Heightened Evasion	30	Most effective defensive maneuver.
Awareness	38	No bonus given to enemies when attacked from behind.

BARBARIAN

LEVEL 1

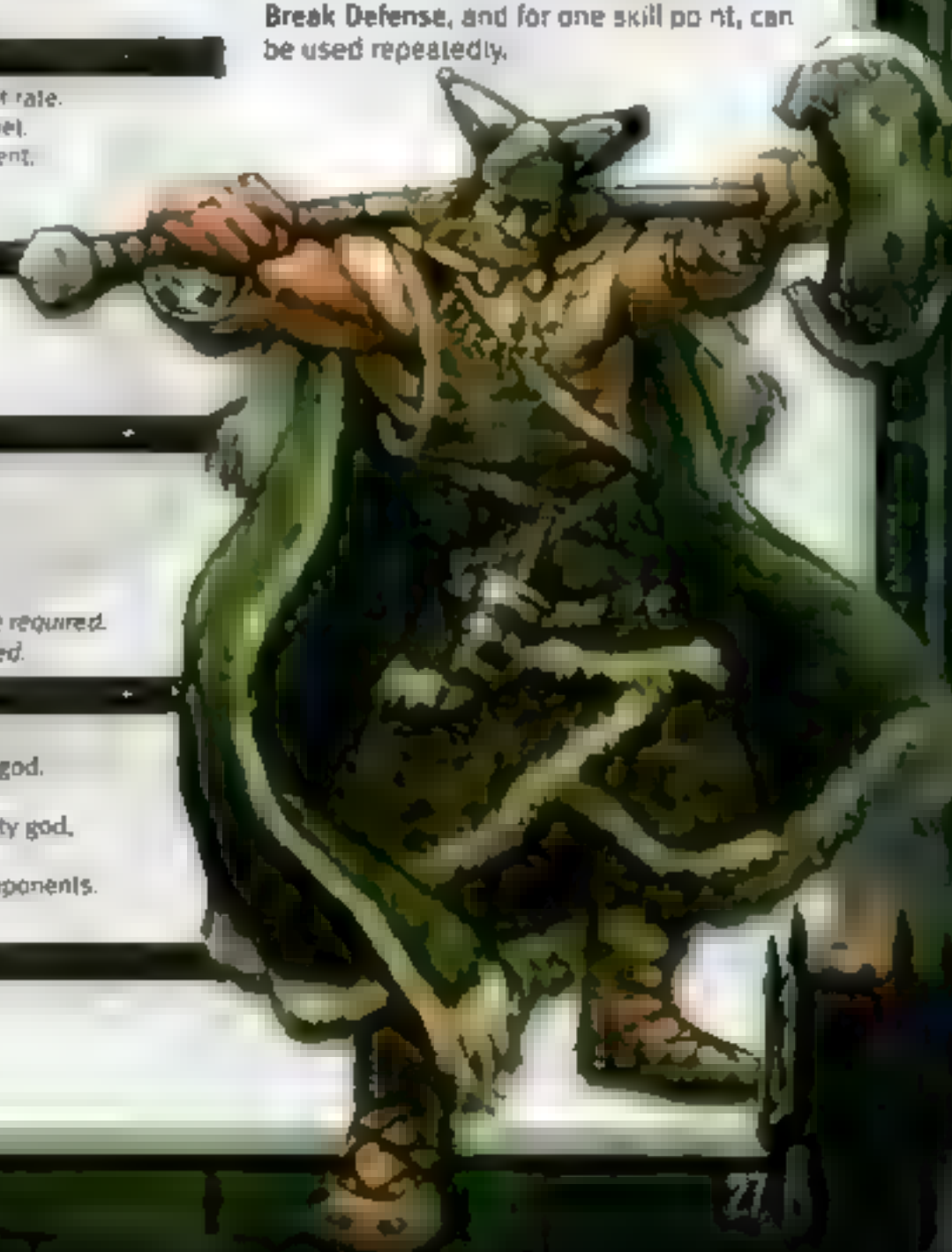


Character Class Statistics



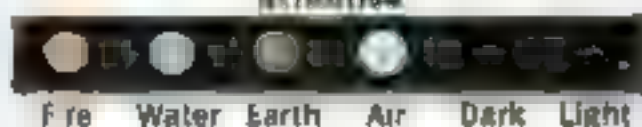
Barbarians are among the strongest medium gladiators, sporting excellent strength, a bucket of Hit Points, and no glaring weaknesses. But since both Ursula and Valens are Medium-class characters, and Urian is basically an enhanced Barbarian himself, why would you ever want to recruit another? Ursula players may be tempted to recruit a few to add some beef to the party, but they should save those slots for the more diverse medium gladiators that await in Imperia.

One of the interesting things about Barbarians is the low cost of Overhead Cleave; they can get this powerful attack for only 24 ab points, as opposed to the 40 most classes have to pay. Wolf Form and Bear Form are redundant on a class that's already good in melee, so spend the rest of your early job points on Running Attack and the Innate Totem of the Bear and Totem of the Falcon skills, which will give a hearty boost to their already strong offensive stats. Destroy Shield is also incredibly powerful and deserves mention. It can deal up to three to four times the damage of Break Defense, and for one skill point, can be used repeatedly.



Weapons
Two Handed Sword, Two Handed Axe, Two Handed Hammer, All Barbarian
Shields
None
Armor
Barbarian Armor
Helmets
All Barbarian, Hat Helmet, Helm Helmet
Accessories
None

Affinities



Skill	Cost	Description
Strike	0	Standard move to attack
Running Attack	10	Run across battlefield to attack (reduced damage)
Skill	Cost	Description
Target Leg	4	Medium damage, may reduce opponent's movement rate.
Overhead Cleave	24	Heavy overhead attack, may break opponent's helmet.
Crippling Blow	32	Brutal attack that may stun and knock down opponent.
Break Defense	34	Severalfierce attacks that prevent defense
Destroy Shield	40	Successful attack may destroy opponent's shield
Skill	Cost	Description
Combo Attack 1	4	Two hit attack, slow speed
Combo Attack 2	8	Three hit attack, slow speed.
Combo Attack 3	16	Four hit attack, slow speed
Combo Attack 4	26	Five hit attack, slow speed
Skill	Cost	Description
Wolf Form 1	2	Shapeshift into a wolf of lesser ability.
Defend	6	Give up turn to reduce damage until next turn.
Bear Form	8	Shapeshift into a bear of lesser ability.
Wolf Form 2	12	Shapeshift into a wolf. Wolf Form 1 required.
Bear Form 2	20	Shapeshift into a bear. Bear Form 1 required.
Wolf Form 3	22	Shapeshift into a wolf of greater ability. Wolf Form 2 required.
Bear Form 3	30	Shapeshift into a powerful bear. Bear Form 2 required.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Skill	Cost	Description
Parry	0	Standard defensive maneuver
Totem of the Bear	18	Increase attack damage
Totem of the Falcon	38	Increase accuracy.

TYPE BEAST

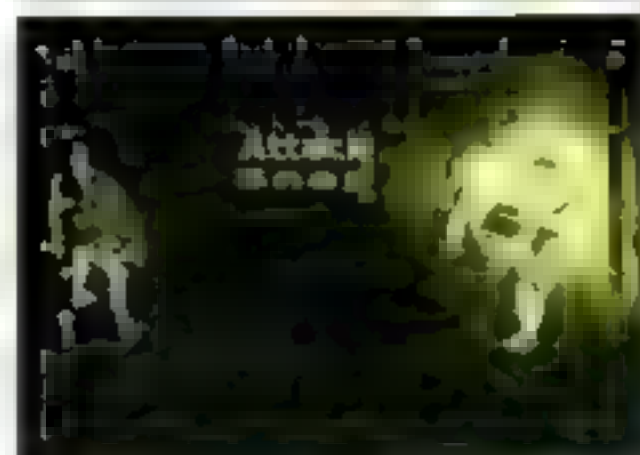
BEAR

Good defense, solid defensive skills, and a nearly bottomless supply of Hit Points make Bears the hardest class in the game. Their power is lower than the heavyweight characters they resemble, but a number of very powerful attacks easily make up the difference. Bears are perhaps the best of the beasts, and should be one of your first recruits.

Bears lack a versatile array of abilities, but they have a handful of truly eye-popping skills. **Raging Bear** is unbeatable—it grants you a counter attack whenever you're hit. You haven't lived till you've seen an opponent pull off a five hit combo, take off no more than a third of your Bear's HP Bar, and then get killed during his own turn by the Bear's five counter attacks. **Powered Pull Down** is a pricey but deadly attack that is guaranteed to hit, and **Smack Back** can be very useful, when you're surrounded or want to push an opponent into another ally's range.

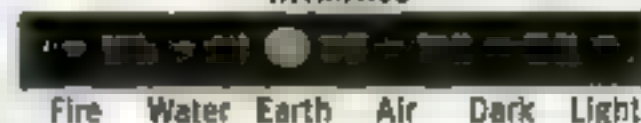
Winter's Fat is cheap, and should be the first skill you pick up. Pick up **Charge** if you're fighting in large arenas, and then start saving up for the big stuff. Basic attacks like **Swipe** and **Slash** are nice, but it's **Raging Bear** that will win you games.

Character Class Statistics



Weapon	
Shield	
Armor	
Accessory	

Affinities



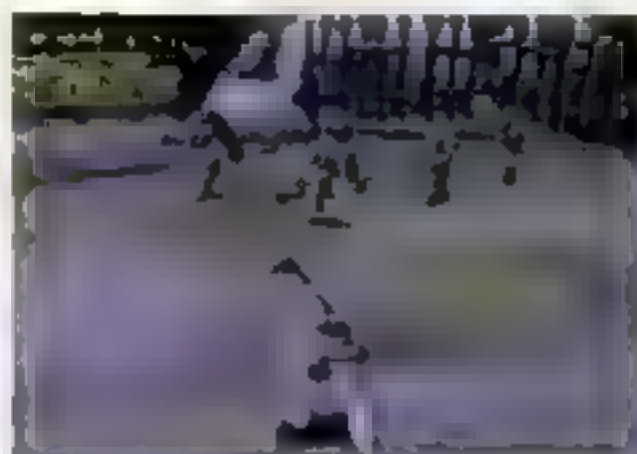
Skill	Cost	Level	Description
Snap	0	0	Standard move or attack
Charge	14	1	Weak running attack with high accuracy
Skill	Cost	Level	Description
Bite	0	1	High power attack with low accuracy
Swipe	10	2	Medium damage, may reduce opponent's movement rate
Slash	18	3	More powerful attack
Powered Swipe	24	4	Medium damage attack that may stun opponent
Stamping Attack	32	5	Prolonged stomping attack
Raking Attack	36	2	Heavy damage claw attack that causes bleeding damage
Smack Back	38	3	Push opponent backward and cause damage; move into the previously occupied square
Powered Pull Down	40	5	Most powerful move to attack
Skill	Cost	Level	Description
Combo Attack 1	6	2	Two hit attack, slow speed
Combo Attack 2	12	3	Three hit attack, slow speed
Combo Attack 3	22	4	Four hit attack, slow speed
Combo Attack 4	34	5	Five hit attack, slow speed
Skill	Cost	Level	Description
Knock Back	7	1	Push opponent backward; move into the previously occupied square
On Guard	12	0	Increase defense next turn
Hibernation	22	2	Give up turn to regain Hit Points
Skill	Cost	Level	Description
Affinity Attack 1	4		Attack enhanced by the power of an affinity god
Affinity Attack 2	10		Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required
Affinity Attack 3	20		Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required
Affinity Attack 4	36		Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required
Skill	Cost	Level	Description
Beast Dodge	0	-	Standard defensive maneuver
Winter's Fat	6		Reduce damage received
Raging Bear	30	-	Counter attack after successful opponent hit

BERSERKER

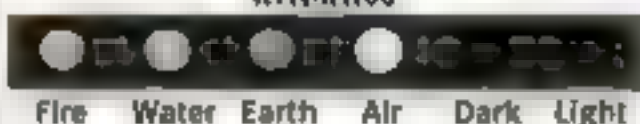
WEIGHT



Character Class Statistics



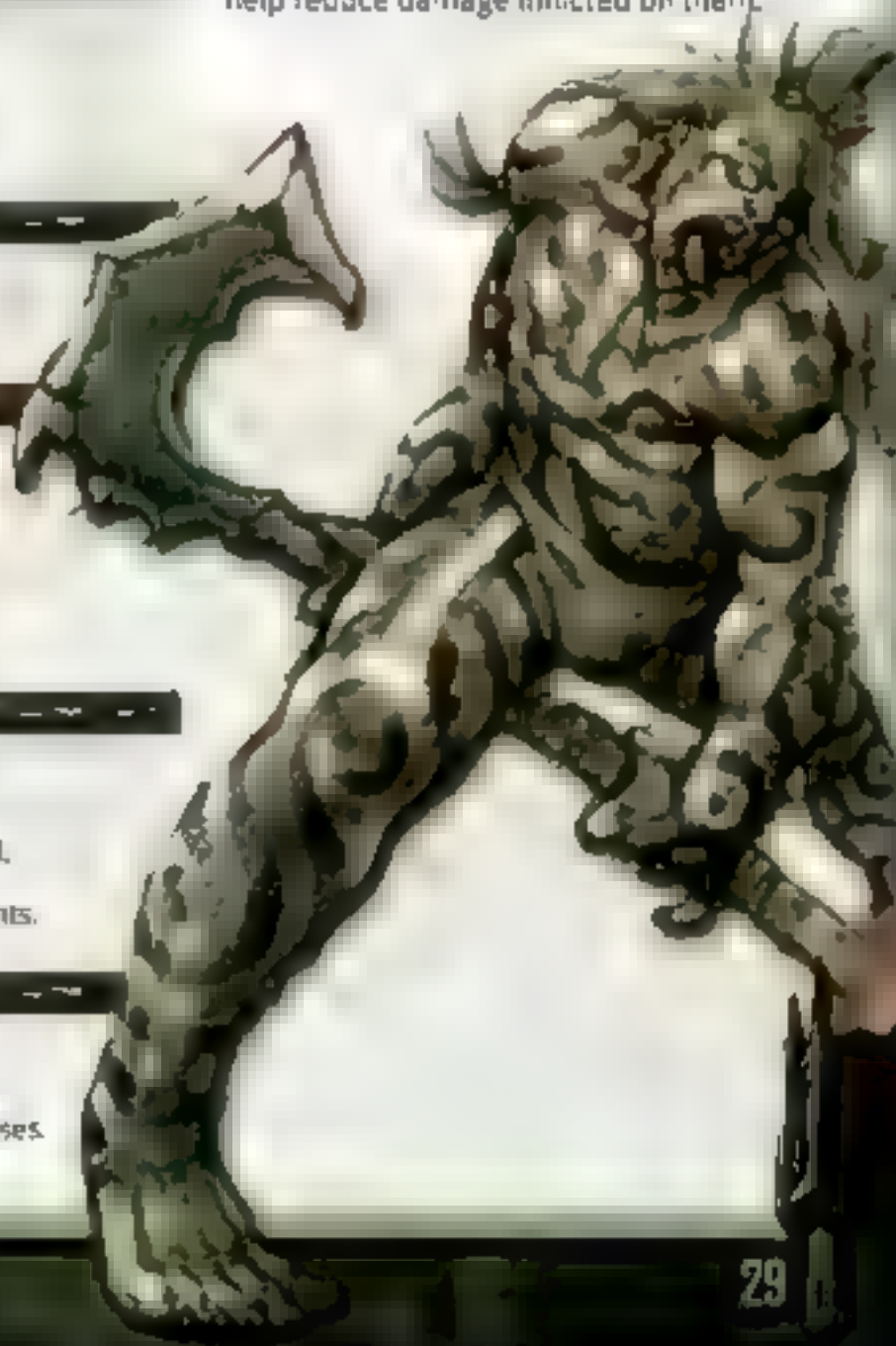
Affinities



Skill		Description
Strike	0	Standard move to attack.
Skill		Description
Target Leg	4	Medium damage, may reduce opponent's movement rate.
Axe Throw	10	Throw weapon for ranged attack.
Mad Rage	24	Successful attack strikes opponent three times.
Overhead Cleave	30	Heavy overhead attack, may break opponent's helmet.
Gouging Fury	34	A heavy attack capable of knocking an opponent back.
Destroy Shield	40	Successful attack may destroy opponent's shield.
Skill		Description
Combo Attack 1	6	Two hit attack, fast speed.
Combo Attack 2	12	Three hit attack, fast speed.
Combo Attack 3	22	Four hit attack, fast speed.
Combo Attack 4	34	Four hit attack, fast speed.
Skill		Description
Howl	0	Successful attack may root nearby opponents.
Rage	6	Enter mild berserk status.
Howl	8	Successful attack may confuse nearby opponents.
Roar	12	Successful attack may panic nearby opponents.
On Guard	18	Increase defense next turn.
Rage 2	20	Enter berserk status.
Metal Face	32	Successful attack may petrify nearby opponents.
Rage 3	36	Enter intense berserk status.
Skill		Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Skill		Description
Dodge	0	Standard defensive maneuver.
Indomitable Will	6	Receive a rage damage bonus when Hit Points are low.
Riposte	19	Immune to root, petrify, blindness and freeze.
Riposte	22	Immediate counter attack when an opponent's attack misses.

Berserkers are the most versatile of the light gladiators. If you need a bit of ranged damage, they can hang back and use **Axe Throw**. If you need a heavy hitter, they can enter a berserk rage (with any of the **Rage** skills) and start dish'ing out damage that puts other light characters to shame. If you need to turn the tide of a tight battle, you can unleash a **Howl**, **Roar**, or **Metal Face** and make your foes lose a turn or two.

Unfortunately, while Berserkers can fill many roles in your troop, they aren't particularly good at any of them. **Axe Throw** doesn't do much damage, the loss of control over a berserk character can be problematic, and foes usually shake off negative effects very quickly. While the damage that can be dealt by an **Adrenaline** and **Rage**-boosted Berserker is nothing to scoff at, Berserkers can't wear armor and have very few Hit Points, so they rarely survive long in the front lines. Bandits, Mongrels and Dervishes are usually a better choice for your light gladiator slots. If you do recruit one, make sure to equip it with the common runestone **Ingwaz**, which will help reduce damage inflicted on them.



GLADIUS PRIMA'S OFFICIAL STRATEGY GUIDE

TIP: NEW

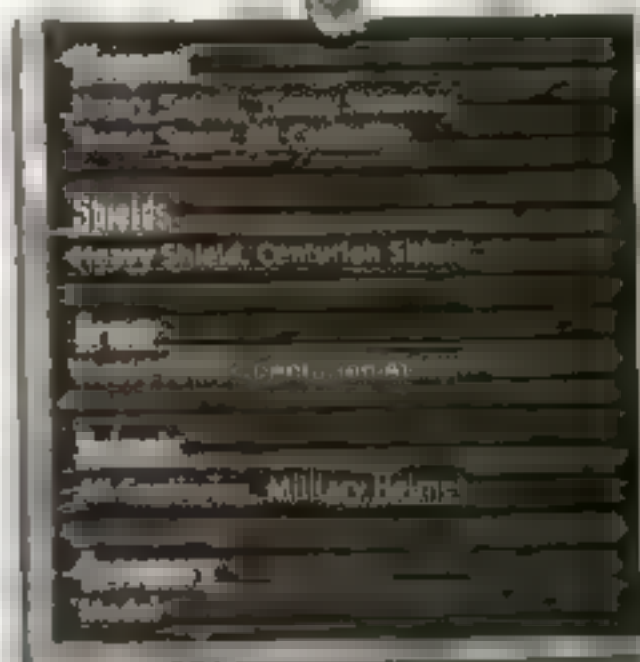
CENTURION

Centurions are team players all the way. They lack the wide variety of powerful attacks available to most heavy gladiators, like Samnites, but more than make up for it with a variety of effects that "buff" your entire team. They're no slouches in the statistics department either—Centurions are tanks on defense and brutal on offense.

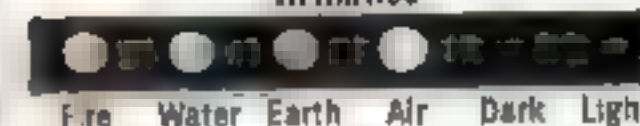
Innate skills Coordinated Attack and Garrison should be your first two buys; Garrison toughens everyone around the Centurion while Coordinated Attack gives anyone in range a 50/50 chance of a free shot when the Centurion scores a hit. Room is always good on a heavy gladiator, and essential for Centurions, who can't help the team if they fall too far behind. Finally, Rally is a rare healing skill that also raises your team's initiative, and since Motivate "stacks", you can use the skill multiple times to exponentially increase the damage your gladiators can do.

Due to their team-oriented nature, Centurions are best in fights with four or more gladiators, especially if they can all start in the same place. A good tip is to always recruit two; no foe will survive long when surrounded by a pair of Coordinated Attack-ing Centurions and a few other solid fighters.

Character Class Statistics



Affinities



Skill	Cost	Description
Strike	0	Standard move to attack.
Room	20	Increased range move to attack.

Skill	Cost	Description
Spear Attack	0	Attack from the diagonal using the spear's extended reach.
Target Lag	0	Medium damage; may reduce opponent's movement rate.
Bungle Enemy	18	Effect: Reduce opponent's accuracy.
Target Head	34	Effect: Reduce opponent's initiative.
Overhead Cleave	40	Heavy overhead attack; may break opponent's helmet.

Skill	Cost	Description
Combo Attack 1	4	Two hit attack; slow speed.
Combo Attack 2	8	Three hit attack; slow speed.
Combo Attack 3	16	Four hit attack; slow speed.
Combo Attack 4	34	Five hit attack; slow speed.

Skill	Cost	Description
Motivate	0	Increase attack damage of all allies.
Defend	6	Give up turn to reduce damage until next turn.
Reprimand	8	Remove charm, stun, or confusion effects from ally.
Spur	22	Increase movement speed of ally.
Rally	24	Temporarily increase accuracy of allies.
Immediate Response	33	Recover hit points and increase initiative of allies within range.
	38	Give ally greater initiative.

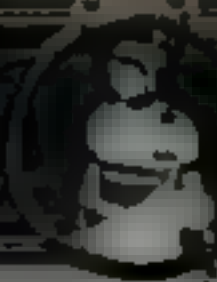
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	30	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.

Skill	Cost	Description
Parry	0	Standard defensive maneuver.
Shield Block	0	Standard defensive maneuver with shield.
Coordinated Attack	8	Successful attack that can grant an additional attack to allies within range.
Garrison	12	Give defensive bonus to adjacent allies.
Indomitable Will	18	Immune to root, petrify, blindness and freeze.
Shield Excellence	20	More effective defensive maneuver with shield.



CHANNELER

TYPE AENE



Character Class Statistics



Channelers are the primary spellcasters of the games. Skill Points matter little with this class, since a but a few of their skills use Affinity Power instead. All of these attacks are ranged, including Combo and Affinity Attacks, so as long as they have a friendly source of Affinity Power, they can back and act as support characters.

Fortunately, Channelers are the only casters with a ranged affinity source: Steal Affinity. This offensive and defensive skill is useless on turn 1, when no one has any Affinity to steal, but after a few turns of positioning your Channeler and perhaps a few ineffectual Affinity-boosting Strikes, it will become a near bottomless source of Affinity. Best of all, you recover from Steal Affinity so quickly that you can usually do it twice in a row (if you're full up on skill points) and unleash an attack before the next character's turn.

Teleport is one of the Channeler's most effective abilities. It costs 0 skill points and has a very long range.

Most of the Channelers' special Affinity Attacks are underwhelming. Fire Bomb is a weak (but cheap) area effect that's useful at times, but your best bets are attacks that can temporarily disable key opponents, like Ice Storm and most types of Affinity Attack 3. Healing skills like Enliven are nice to have, but the effects are modest, and do require a success on the status swing meter.



Affinities



Skill	Cost	Description
Strike	0 0	Standard move to attack.
Steal Affinity	0 3	Steal Affinity Power from opponent.
Tornado	0 0	Teleport all within range to random location.
Invigorate	10	Recover some Hit Points for one ally.
Wind Stepper	12	Slightly increase all allies' movement rate.
Enliven	16	Recover Hit Points for one ally.
Teleport	18 0	Teleport a short distance on the battlefield.
Drain Affinity	22	Steal affinity power from opponent.
Wind Runner	24	Increase all allies' movement rate.
Ameliorate	36	Recover many Hit Points for one ally.
Still Wind	36	An attack that decreases opponent's movement rate.
Boost Affinity	38	Boost ally affinity power.
Fire Bomb	4 20	Range attack damages and knocks back all opponents in explosion radius.
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Fire Cloud	6	Attack that causes fire damage.
Combo Attack 1	8	Two hit attack, slow speed.
Steel	8	Freeze opponent for a short time causing frost damage.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Fire Tempest	14	Most powerful attack that causes massive fire damage.
Combo Attack 2	16	Three hit attack, slow speed.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Combo Attack 3	28	Four hit attack, slow speed.
Ice Storm	28	Freeze opponent causing frost damage.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Fire Storm	36	Powerful attack that causes intense fire damage.
Combo Attack 4	42	Five hit attack, slow speed.
Ice Tempest	46	Freeze opponent causing massive frost damage.
Evade	0 1	Standard defensive maneuver.

Punch is a great skill with high Accuracy, longer range than Strike, and faster recovery time. Eye Beam and Heavy Handed are no-brainers, but some tricky decisions await after that. Overhead Smash is worth the job points, but most of the Attacks should be skipped in favor of Special abilities like Devastating Glare. If you can hit the sweet spot at the status meter, this will cause debilitating fear in one character with a medium range. Any skill that can incapacitate a character from several squares away is worth using, especially when it only costs two skill points. Penetrating Stare is also worth learning; it lacks the long range, but is a lifesaver when you're surrounded.



Shoes:
Plain Club, Medium Hammer
Medium Axe, All Cyclists

Socks:
Plain

Trunks:
Plain

Helmets:
All Cyclists

Fire Water Earth Air Dark Light

Skill	Description
Attack	Standard move to attack.
Power	Quick low power attack.

Skill	Cost	Level	Description
Eye Beam	4	1	Powerful range attack; damages all opponents directly in front of character.
Sweeping Attack	10	3	Two-handed attack that damages several squares in front of character.
Overhead Smash	12	3	Heavy damage attack that may stun opponent, does not effect animals
Bungle Enemy	18	2	Effect: Reduce opponent's accuracy.
Destroy Shield	24	1	Successful attack may destroy opponent's shield.
Target Head	34	1	Effect: Reduce opponent's initiative
Heavy Strike	40	5	Heavy damage, low accuracy attack.

Slot	Count	Description
Combo Attack 1	4	Two hit attack, slow speed
Combo Attack 2	3	Three hit attack, slow speed
Combo Attack 3	16	Four hit attack, slow speed
Combo Attack 4	16	Five hit attack, slow speed

Skill	Cost	Level	Description
Grower	0	1	Successful attack causes fear.
Ironclad	0	1	Push opponent backward.
On Guard	20	0	Increase defense next turn.
Shield	22	2	Remove charm, stun, or confusion effects from ally.
High Guard	30	3	Increase defense next turn. <i>On Guard</i> required.
Devastating Glare	32	2	Successful attack causes long-lasting fear.
Supreme Guard	36	3	Massive increase defense next turn. <i>High Guard</i> required.
Penetrating Stare	38	3	Petrify opponents within range.

Skill	Description
Affinity Attack 1	4 Attack enhanced by the power of an affinity god.
Affinity Attack 2	10 Mighty attack enhanced by the power of an affinity god. <i>Affinity Attack 1 required.</i>
Affinity Attack 3	20 Highest attack enhanced by the power of an affinity god, has added effect. <i>Affinity Attack 2 required.</i>
Affinity Attack 4	36 Summon a servant of an affinity god to attack an opponent. <i>Affinity Attack 3 required.</i>

Skill	Description
Parry	Standard defensive maneuver
Heavy Handed	Increase melee attack damage

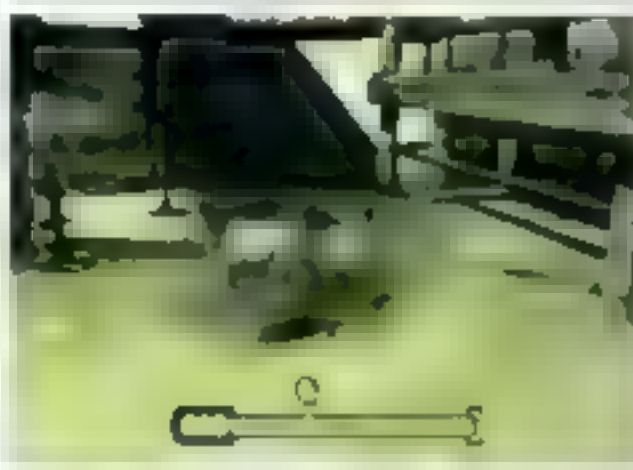


DERVISH

TYPE LIGHT



Character Class Statistics



Dervishes are the one light gladiator class that doesn't need to count on backstabbing and type-matching tricks to be a force in melee combat. Instead, their specialty is a variety of deadly techniques that do solid damage and cause bleeding or knock-backs. Many of these techniques can hit every adjacent enemy, even ones that are diagonal to the Dervish.

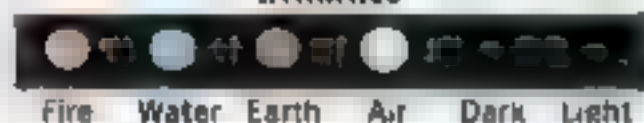
Bone Spray and *Whirlwind 2* are interchangeable; *Bone Spray*, *Dust Devil 2*, and *Whirlwind 2* all do fundamentally the same thing. *Whirlwind 2* is probably the best for when your Dervish is surrounded, since knock-backs will prevent your foes from retaliating, but *Bone Spray* is great when you want to sneak in a cheap and deadly diagonal hit. *Surprise Attack* and *Adrenaline* are both cheap, must-have skills.

Dervishes are immune to all attacks that come from any unit equipped with an Air Affinity weapon. Even if the attack hits with a critical, it will deal 0 damage. This applies to everything from simple *Strike* attacks to *Combo Attacks*. If you're fighting against a Dervish, make sure your characters are equipped with anything but Air Affinity weapons.

In the thick of battle to be effective, Dervishes rarely last long in combat. The trick is to make sure they go out with a bang. If a Dervish can hit two or three guys with a single *Adrenaline*-fueled effect-causing attack, then she's done her job.



Affinities



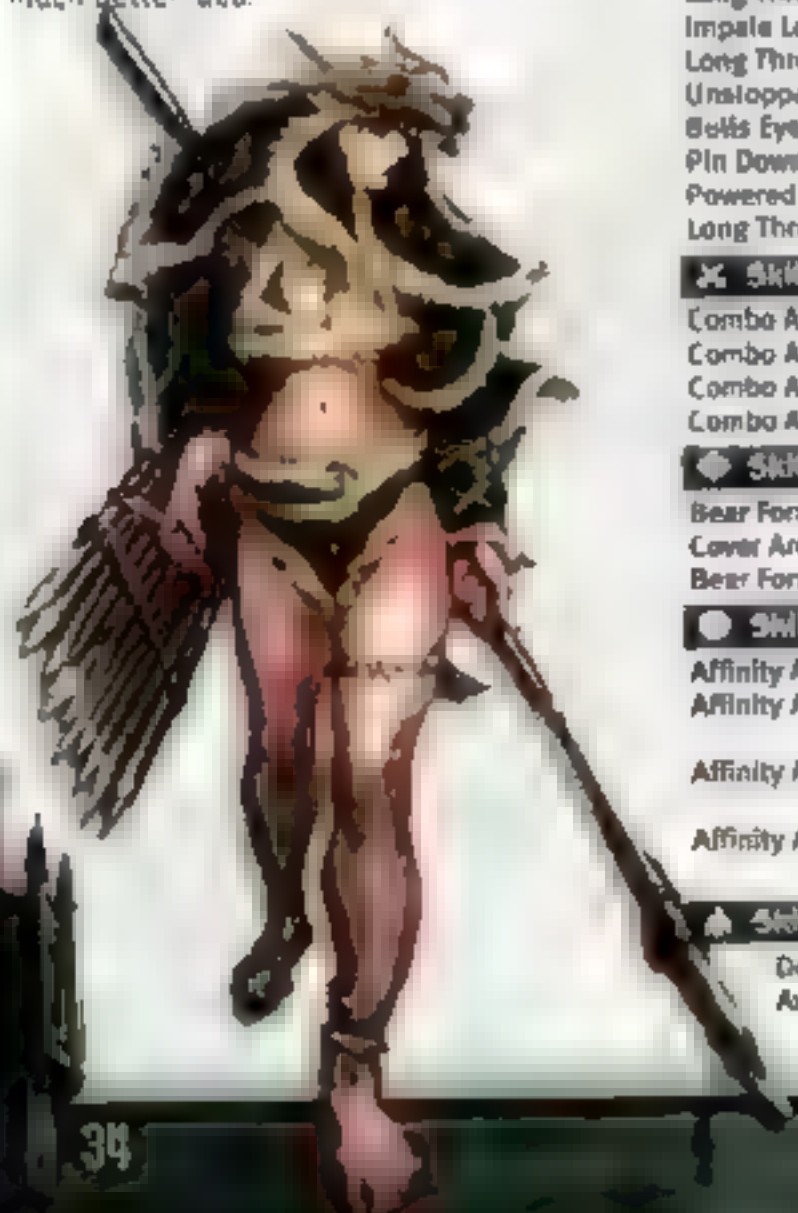
Skill	Cost	Level	Description
Strike	0	0	Standard move to attack.
Surprise Attack	4	2	Target will not face when attacked.
Running Attack	12	1	Run across battlefield to attack (reduced damage and accuracy)
Skill	Cost	Level	Description
Blood Letter	10	2	Heavy damage attack that may cause bleeding damage.
Blood Letter 2	20	4	Heavy damage attack that may cause bleeding damage.
Dust Devil 1	24	1	Damage surrounding opponents; reduce opponent initiative.
Bone Spray	34	3	Attack causes bleeding damage in nearby enemies.
Slicing Attack	40	4	Heavy damage attack that may cause bleeding damage.
Skill	Cost	Level	Description
Combo Attack 1	6	2	Two hit attack, fast speed.
Combo Attack 2	12	3	Three hit attack, fast speed.
Combo Attack 3	22	4	Four hit attack, fast speed.
Combo Attack 4	34	5	Five hit attack, fast speed.
Skill	Cost	Level	Description
Dust Devil	0	1	Reduce movement and initiative of surrounding opponents.
Wind Movement	0	3	Increase movement rate.
Whirlwind	18	3	Wind attack that knocks opponent down.
Whirlwind 2	36	5	Powerful wind attack that knocks opponent down and causes damage. <i>Whirlwind</i> required.
Skill	Cost	Level	Description
Affinity Attack 1	4	-	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	-	Mighty attack enhanced by the power of an affinity god. <i>Affinity Attack 1</i> required.
Affinity Attack 3	20	80	Mightiest attack enhanced by the power of an affinity god, has added effect. <i>Affinity Attack 2</i> required.
Affinity Attack 4	36	-	Summon a servant of an affinity god to attack all opponents. <i>Affinity Attack 3</i> required.
Skill	Cost	Level	Description
Dodge	0	-	Standard defensive maneuver.
Adrenaline	6	-	Receive large damage bonus when Hit Points are low.
Air Protection	0	-	Increase resistance to Air Affinity attacks.
Evasion	22	-	More effective defensive maneuver.
Air Immunity	30	-	Immune to all Air Affinity attacks.
Lightning Reflexes	32	-	May reduce projectile range attacks.
Off Balance	38	-	Lowers opponent's defense if opponent misses attack.

GUNGNIR

Gungnirs, named for Odin's returning spear, are the javelin throwers of Nordag. They excel at medium range attacks, offering both surprising power and good accuracy (assuming you can excel at rapid button pressing). They're best in medium-sized arenas, and are an excellent choice for taking out weakly armored light and arcane characters. A Gungnir who can take and hold high ground is a terror to behold.

However, Gungnirs take a great deal of skill to play correctly. The enemy AI knows that the best way to take out a Gungnir is to engage it in melee combat, denying it the line of sight it needs to hit other targets. Since Gungnirs, unlike Archers, can't move and do a ranged attack in the same turn, you then have to waste turns moving into ranged attack position or rely on your weak Strike attack. That's what Bear Form is for; it keeps your gladiator alive while giving them some reasonable melee attacks. Later in the game, Bulls Eye and Powered Throw provide other close range options.

Area attacks are always powerful, and Exploding Javelin is both cheap and effective. Don't waste job points buying every Long Throw, since they only increase in range incrementally. Saving up to buy Unstoppable Throw, which always hits, is a much better idea.



Character Class Statistics



Weapons
Standard: M1 Gungnir Javelin Spear

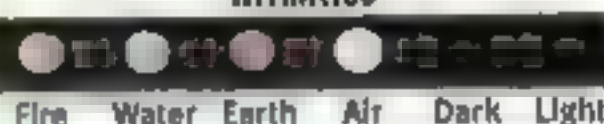
Shields
Light Shield: Gungnir Shield
Protect Shield

Armor
Standard Armor: GUNGNIR ARMOR

Helms
All Gungnirs Hat: Helm, Helm Helm

Accessories
None

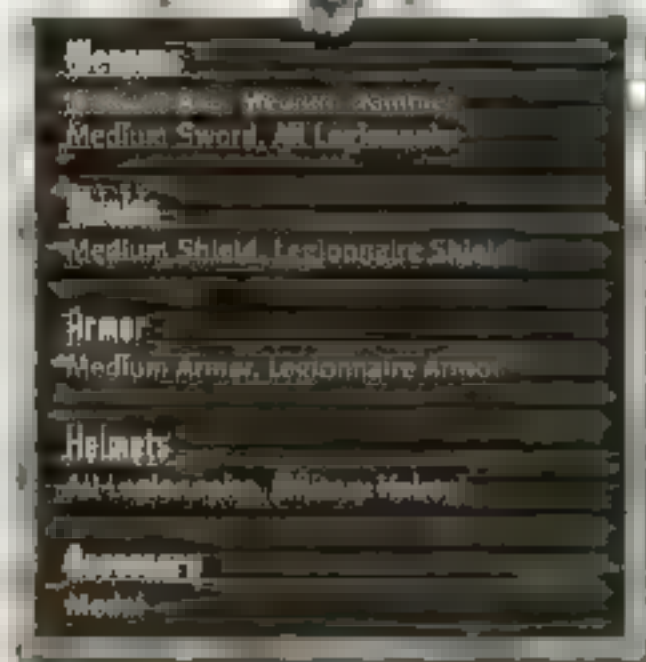
Affinities



SKILL		Description
Strike	0	Standard move to attack
SKILL		Description
Long Throw	0	Standard distance throwing attack
Exploding Javelin	4	Exploding ranged attack, causes area damage.
Destroy Shield	6	Successful attack may destroy opponent's shield.
Bungle Enemy	10	Effect: Reduce opponent's accuracy.
Long Throw 2	12	Medium distance throwing attack.
Impale Leg	18	Effect: Reduce opponent's movement rate
Long Throw 3	20	Long distance throwing attack.
Unstoppable Throw	24	Powerful javelin throw that damages multiple opponents in a line.
Bulls Eye	32	Close attack that bypasses opponent's defenses.
Pin Down	32	Aimed javelin throw pins opponent in place.
Powered Throw	34	Heavy damage attack for nearby opponents
Long Throw 4	40	Extremely long distance throwing attack
SKILL		Description
Combo Attack 1	4	Two hit attack, slow speed.
Combo Attack 2	8	Three hit attack, slow speed.
Combo Attack 3	16	Four hit attack, slow speed.
Combo Attack 4	26	Five hit attack, slow speed.
SKILL		Description
Bear Form 1	8	Snaps into a bear of lesser ability.
Cover Area	22	Automatically attack all opponents entering designated area.
Bear Form 2	36	Shape-shift into a bear. Bear Form 1 required
SKILL		Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
SKILL		Description
Dodge	0	Standard defensive maneuver
Awareness	38	No bonus given to enemies when attacked from behind.

LEGIONNAIRE

Character Class Statistics



Affinities



Skill	Cost	Description
Strike	0	Standard move to attack.
Precision Attack	10	Quick, low power attack.
Skill	Cost	Description
Target Leg	4	Medium damage, may reduce opponent's movement rate.
Bungle Enemy	10	Effect: Reduce opponent's accuracy.
Destroy Shield	24	Successful attack may destroy opponent's shield.
Target Head	34	Effect: Reduce opponent's initiative.
Overhead Cleave	40	Heavy overhead attack, may break opponent's helmet.
Skill	Cost	Description
Combo Attack 1	6	Two hit attack, moderate speed.
Combo Attack 2	12	Three hit attack, moderate speed.
Combo Attack 3	22	Four hit attack, moderate speed.
Combo Attack 4	34	Five hit attack, moderate speed.
Skill	Cost	Description
On Guard	6	Increase defense next turn.
High Guard	30	Increase defense next turn. On Guard required.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Highest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant or an affinity god to attack all opponents. Affinity Attack 3 required.
Skill	Cost	Description
Dodge	0	Standard defensive maneuver.
Shield Block	0	Standard defensive maneuver with shield.
Activated Maneuvers	0	Increase initiative and movement when Legionnaires are within range.
Orders	8	Increase initiative when Centurion is within range.
Evasion	12	More effective defensive maneuver.
Indomitable Will	18	Immune to root, petrify, blindness and freeze.
Awareness	20	No bonus given to enemies when attacked from behind.
Riposte	24	Immediate counter attack when an opponent's attack misses.
Discipline	32	Immune to stun, confusion, charm and fear.
Off Balance	38	Lowers opponent's defense if opponent misses attack.

Legionnaires aren't bad, they're just dull. Since your quest begins with two Legionnaires, and you'll get two more in Chapter 2, you won't have a lot of space in your school for other medium weight characters. The solid stats and host of defensive skills Legionnaires offer just aren't as sexy as the Mirmillo's shield shattering and stun, but they rarely make the cut. But the Legionnaire does have a few subtle strengths that should not be dismissed.

One is Precision Attack, a solid attack that has longer range than Strike and boosts your Accuracy significantly without affecting your Power much. Destroy Shield is another, a strong attack that costs only 1 skill point and can wipe the smug grin off a Mirmillo's face. And Riposte is a ways great, especially on a class with a bunch of cheap defensive innate skills.

Ludo fills this role in Valens' quest, but Ursula players may want to make some room for a Legionnaire in their school.





TYPE BETA

MINOTAUR



Minotaurs are one of the most powerful classes in the game, but it's very difficult to get them to join your school (see side quest section). If you do manage to get them to join you, you'll find that they're powerhouse beaters with good Accuracy and better mobility than most heavy types.

It's hard to go wrong with the Minotaur's skills. Knock down attacks like Rampage, Skewer, and Stampede (which can hit two squares away) are great when you're gang'ing up on an opponent, since everyone else can get free hits while he's down. Once they're down, the Trample skill can finish them for good, although you won't get many opportunities to use it.

Running Attack is always great, and very cheap for Minotaurs. Gore is a very difficult attack to hit with, but it has decent range and does a lot of damage if it does hit. Back Off is great when you're letting your opponent come to you, effectively giving you a free attack, and Grunt is another good way to kill a turn while you wait for your foes to show up.

Character Class Statistics

HP	100
Defense	10
Power	10
Accuracy	10
Initiative	10
Movement	10



Weapons	Two Handed Sword, Two Handed Hammer, Two Handed Axe, All Minotaur
Shields	None
Armor	None
Helms	All Minotaur
Accessories	Gold Ring

Affinity

Fire	Water	Earth	Air	Dark	Light
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SKILL	Cost	Description
Strike	0	Standard move to attack.
Running Attack	6	Run across battlefield to attack (reduced damage and accuracy).
Gore	24	Head butt attack. May stab opponent with horns.

SKILL	Cost	Description
Rampage	0	Strong attack with low accuracy that may knock down opponent.
Skewer	18	Powerful attack that can knock an opponent down and stun them.
Stampede	22	Rush attack that knocks opponent down.
Trample	34	Prolonged stomping attack.
Overhead Cleave	38	Heavy overhead attack. May break opponent's helmet.
Heavy Strike	40	Heavy damage, low accuracy attack.

SKILL	Cost	Description
Combo Attack 1	4	Two hit attack, slow speed.
Combo Attack 2	8	Three hit attack, slow speed.
Combo Attack 3	16	Four hit attack, slow speed.
Combo Attack 4	26	Five hit attack, slow speed.

SKILL	Cost	Description
Confuse	0	Successful attack causes confusion.
Back Off	10	Immediately attack the next opponent that walks near.
Defend	20	Give up turn to reduce the damage received until next turn.
Grunt	32	Increase accuracy. Defend required.

SKILL	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Highest attack enhanced by the power of an affinity god. has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.

SKILL	Cost	Description
Parry	0	Standard defensive maneuver.
Bullheaded Resolve	0	Immune to stun.
Super Critical	0	Increase damage of all critical hits.
Labyrinth Senses	12	Immune to surprise or confusion.
Immune to Frost	18	Immune to roof, petrify, blindness and freeze.
Rposte	30	Immediate counter attack when an incoming opponent attack misses.



MONGRELS

TYPE 100

Character Class Statistics

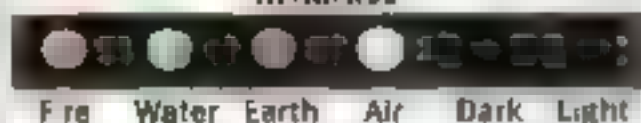


Mongrels tend to be a little stronger than Bandits, but lack the versatile skills that make their fellow Light Gladiators so good. Essential light gladiator skills like **Backstabber** come at a higher price for Mongrels, and a few key abilities, like **Incapacitate Heavy**, are missing entirely.

Mongrels get a few exclusive skills in return, but nothing too interesting. **Kick** attacks are slightly stronger than regular **Strikes**. **Knuckle Buster** is an acceptable replacement for the Bandit's **Slicing Attack**, but **Hobble Leg** isn't worth much. The most interesting Mongrel skill is **Festering Claws**. The ability to poison on a successful hit is powerful, a fact that is unfortunately reflected in the job point cost.

Mongrels aren't terrible. With an item like the Mummy's Scarf, they can even rise from the dead. They are however, almost strictly inferior to Bandits, who are available cheaply and early in both Heroes' quests.

Affinities



Skill	Cost	Description
Strike	0	Standard move to attack.
Running Attack	0	Run across battlefield to attack (reduced damage).
Kick 1	10	Standard kicking attack.
Kick 2	24	Powerful kicking attack.
Kick 3	34	Most powerful kicking attack.
Skill	Cost	Description
Hobble Enemy	4	Medium damage attack that may reduce opponent's movement rate.
Knuckle Buster	40	Heavy damage attack that may cause bleeding damage.
Skill	Cost	Description
Combo Attack 1	6	Two hit attack, fast speed.
Combo Attack 2	12	Three hit attack, fast speed.
Combo Attack 3	22	Four hit attack, fast speed.
Combo Attack 4	34	Five hit attack, fast speed.
Skill	Cost	Description
On Guard	6	Increase defense next turn.
High Guard	30	Increase defense next turn. <i>On Guard</i> required.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. <i>Affinity Attack 1</i> required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. <i>Affinity Attack 2</i> required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. <i>Affinity Attack 3</i> required.
Skill	Cost	Description
Dodge	0	Standard defensive maneuver.
Ulyan	8	Initiative bonus received when Ogre is near.
Reposte	12	Counter attack when critically injured.
Backstab	18	Damage doubled when attacking from behind.
Parry	20	More effective defensive maneuver.
Reposte	22	Immediate counter attack when an opponent's attack misses.
Heightened Evasion	30	Most effective defensive maneuver.
Off Balance	36	Lowers opponent's defense if opponent misses attack.
Festering Claws	38	Successful attack causes poison damage.



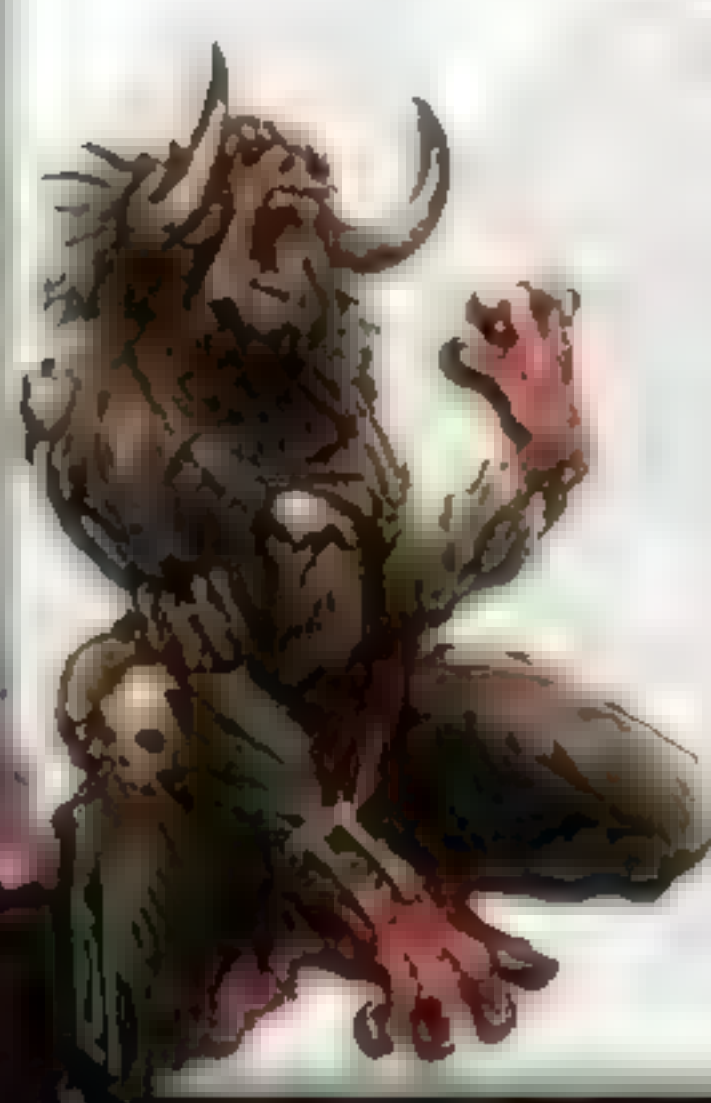


THE MONGRE SHAMAN



Whacking foes with a stick is the only way the Mongre Shaman can gain Affinity Power, which puts him at a serious disadvantage compared to the other arcane classes. Sure, his combat stats are a little bit better than the Channeler and the Summoner, but the Mongre Shaman is only as good as the Affinity Power of his weapon and accessories. If you can get those in the 20+ range, he can be reasonably effective, bopping foes one turn and dishing out decent Affinity techniques the next. But if you don't have the gear to get his Affinity Power above the 20 mark, he's just a bad version of the normal Mongre.

At least the Mongre Shaman's skills are cheap; Freeze Enemy and Fungus Amongus (which poisons all adjacent foes) are probably the best of his Affinity Attacks, and you can get both for just 16 job points. Throw in a few Combo Attacks (which, as affinity attacks, are medium range) and the Mongre Shaman will be a decent mid-range spellcaster. But he'll never be as useful as the Channeler and Undead Summoner, who don't have to wade into combat and waste half their turns on ineffectual attacks to charge their abilities.

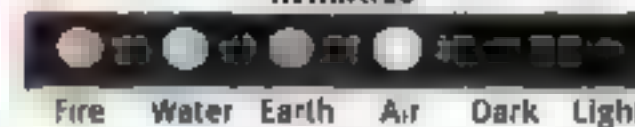


Character Class Statistics



Level	1
HP	100
MP	100
EXP	100
Job Points	100
Skills	100
Abilities	100
Equipment	100
Inventory	100
Party	100
Quests	100
Items	100
Locations	100
Enemies	100
Bosses	100
Maps	100
Notes	100
Settings	100
Options	100
Help	100

Affinities



Skill	Cost	Description
Strike	0	Standard move to attack.
Running Attack	6	Run across battlefield to attack (reduced damage)
Kick 1	10	Standard kicking attack.
Kick 2	24	Powerful kicking attack. Kick 1 required.
Kick 3	34	Most powerful kicking attack. Kick 2 required.
Skill	Cost	Description
Knuckle Buster	40	Heavy damage attack that may cause bleeding damage.
Skill	Cost	Description
Distract	0	Reduce movement and initiative.
On Guard	22	Increase defense next turn.
High Guard	36	Increase defense next turn. On Guard required.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Fungus Amongus	8	Area attack that causes lengthy poison damage.
Combo Attack 1	8	Two hit attack, slow speed.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Freeze Enemy	14	Freeze opponent for a short time causing frost damage.
Combo Attack 2	16	Three hit attack, slow speed.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Combo Attack 3	28	Four hit attack, slow speed.
Feverish Mind	32	Successful attack may cause weakness and confusion.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Combo Attack 3	42	Five hit attack, slow speed.
Skill	Cost	Description
Affinity Draw	0	Double Affinity power gained from any attack.
Dodge	0	Standard defensive maneuver.
Poison Resistance	6	Immune to poison.
Driven	10	Initiative bonus received when Ogre is near.
Evasion	20	More effective defensive maneuver.
Festering Claws	30	Kick attacks may cause poison damage.
Heightened Evasion	38	Most effective defensive maneuver. Evasion required.

MURMILLO

TYPE MEDIUM



Character Class Statistics

Weapons:
Medium Sword, Medium Hammer
Medium Axe, All Mummillo
Shields:
Medium Shield, Mummillo
Armor:
Medium Armor, Mummillo Armor
Helmet:
All Mummillo
Accessory:
Rings

HP	100
Defense	10
Power	10
Accuracy	10
Initiative	10
Block	10



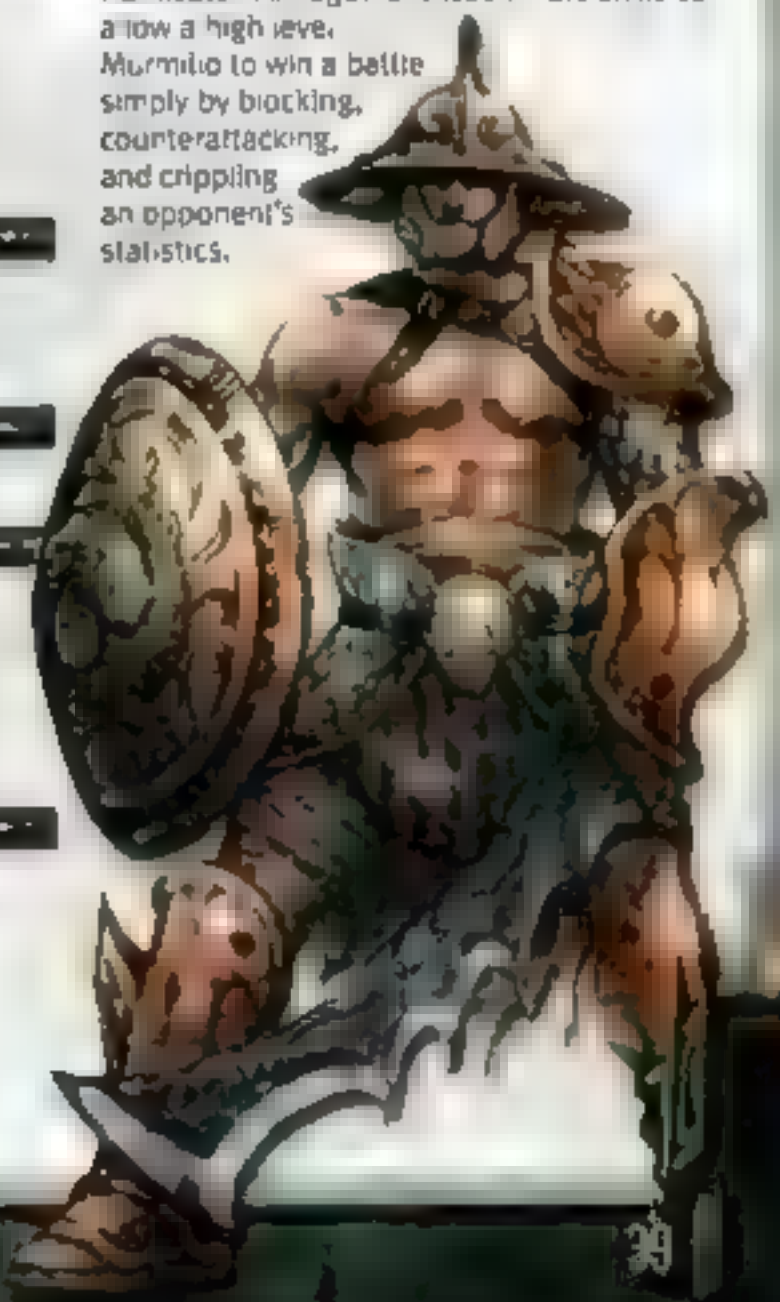
Affinities

Fire	Water	Earth	Air	Dark	Light
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Skill	Cost	Description
Strike	0	Standard move-to attack
Skill	Cost	Description
Throw Shield 1	0	Short range shield attack.
Gut Basher	10	Successful attack lowers opponent initiative.
Shield Smash	12	Shield attack that may knock back an opponent.
Throw Shield 2	18	Medium range shield attack.
Bull Rush	20	Shield first charge to distant opponent.
Shield Ram	24	Shield attack that may knock opponent down.
Throw Shield 3	34	Long range shield attack.
Heavy Strike	40	Heavy damage, low accuracy attack.
Skill	Cost	Description
Combo Attack 1	6	Two hit attack, moderate speed.
Combo Attack 2	12	Three hit attack, moderate speed.
Combo Attack 3	22	Four hit attack, moderate speed.
Combo Attack 4	34	Five hit attack, moderate speed.
Skill	Cost	Description
On Guard	6	Increase defense next turn.
High Guard	32	Increase defense next turn. On Guard required.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Highest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Skill	Cost	Description
Parry	0	Standard defensive maneuver.
Shield Block	0	Standard defensive maneuver with shield.
Arrow Guard	6	May reduce damage from projectile range attacks.
Shield Mastery	8	Increase durability of shield.
Advanced Block	20	More effective defensive maneuver with shield.
Shield Counter	22	Damage opponent's shield if attack is blocked.
Incoming	30	Increase evasion of ranged attacks for nearby allies.
Shield Bash	36	Lowers opponent's defense if opponent misses attack.
Humiliate	38	A successfully defended attack lowers opponent's initiative.

With a shield-based fighting style that allows for good defense and a wide variety of attacks, Mummillos are certainly the most interesting of the Imperia fighters. They're missing a few fundamental medium type strengths (like alternate movement skills). They make up for this shortcoming with their innate abilities and a bunch of reasonably priced attacks.

Throw Shield 3 is a great skill that makes Gungnirs and Peltasts obsolete by allowing Mummillos to toss their shields anywhere within line of sight (Throw Shield 1 only allows straight lines, while 2 adds diagonals). Bull Rush is a solid replacement for Running Attack and the like, since it can hit up to three squares away, in a straight line. Shield Smash, Shield Ram, and Gut Basher are all solid attacks for when you're locked in melee combat, and all three are affordable. The same can't be said for the Mummillo's assortment of defensive skills, which tend to be overpriced. The Mummillo's defensive skills cost so much because they're so effective, however. Pick up Shield Counter and Advanced Block as early as you can. If you enjoy using your Mummillo, save up for skills like Incoming, Off Balance, and Humiliate. All together these innate skills can allow a high level Mummillo to win a battle simply by blocking, counterattacking, and crippling an opponent's statistics.



TYPE: OGRE

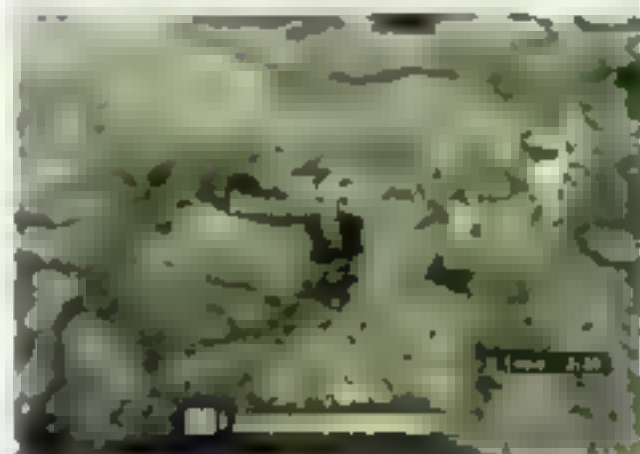
O GRE

In many ways, Ogres are just slightly uglier Samnites. They have virtually identical stats, they use the same gear, and have a very similar selection of skills. But Ogres do have access to a few unique abilities, one of which ranks among the best skills in the game.

Broad Swing is a powerful attack that hits both its target and any poor chump who is directly left of him. **Uppercut** is a strong attack at a surprisingly cheap price. **Fearsome Funk** is similar to the Samnite's **Beloul Area**, but it's always funny to watch an Ogre fart, and the crowd seems to appreciate it.

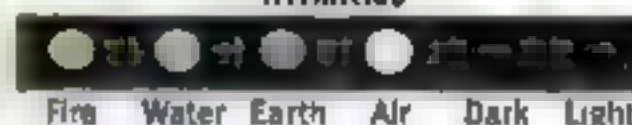
Those are all solid techniques, but where are **Blind Spot Attack**, **Forward Thrust** and **Bulldoze**? Alas, the Ogre misses out on the best of the Samnite's utility attacks, but he does have a fantastic innate skill the Samnite would eagerly trade his favorite roll of fat for: **Counterattack**. The ability to counter any attack would be amazing on any character, but on a heavy character it's simply ludicrous. An Ogre who has learned this often ends up doing more damage during opponents' turns than his own! Does **Counterattack** make Ogres better than Samnites? Well... Considering its cost, probably not. But it's close.

Character Class Statistics



Attack	100
Defense	10
Stamina	10
Initiative	10
Movement	10
Skills	10
Abilities	10
Equipment	10
Inventory	10
Character	10
Class	10
Level	10
Experience	10
Gold	10
Reputation	10
Alignment	10
Religion	10
Language	10
Skills	10
Abilities	10
Equipment	10
Inventory	10
Character	10
Class	10
Level	10
Experience	10
Gold	10
Reputation	10
Alignment	10
Religion	10
Language	10

Affinities



Skill	Cost	Description
Strike	0	Standard move to attack.
Running Attack	6	Run across battlefield to attack (reduced damage and accuracy).
Skill	Cost	Description
Charging Attack	0	Wind up and deliver distance attack.
Broad Swing	10	Sweeping attack that damages multiple opponents in front of character.
Uppercut	18	Heavy damage that may stun opponent; does not effect animals.
Destroy Shield	24	Successful attack may destroy opponent's shield.
Overhead Cleave	40	Heavy overhead attack, may break opponent's helmet.
Skill	Cost	Description
Combo Attack 1	4	Two hit attack, slow speed.
Combo Attack 2	8	Three hit attack, slow speed.
Combo Attack 3	16	Four hit attack, slow speed.
Combo Attack 4	26	Five hit attack, slow speed.
Skill	Cost	Description
Purge	0	Remove negative status effects.
Huddle	0	Give up turn to reduce the damage received until next turn.
Fearsome Funk	20	Adjacent units may become petrified.
Lower Defense	22	Lower opponent defense temporarily.
Retreat	30	Opponents within range retreat.
Give Up Turn	33	Give up turn to reduce the damage received until next turn. Huddle required.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Skill	Cost	Description
Parry	0	Standard defensive maneuver.
Deliberate Nature	12	Immune to stun and confusion.
Indomitable Will	18	Immune to root, petrify, blindness and freeze.
Awareness	34	No bonus given to enemies when attacked from behind.
Counterattack	34	Deliver counter attack.

PELTAST

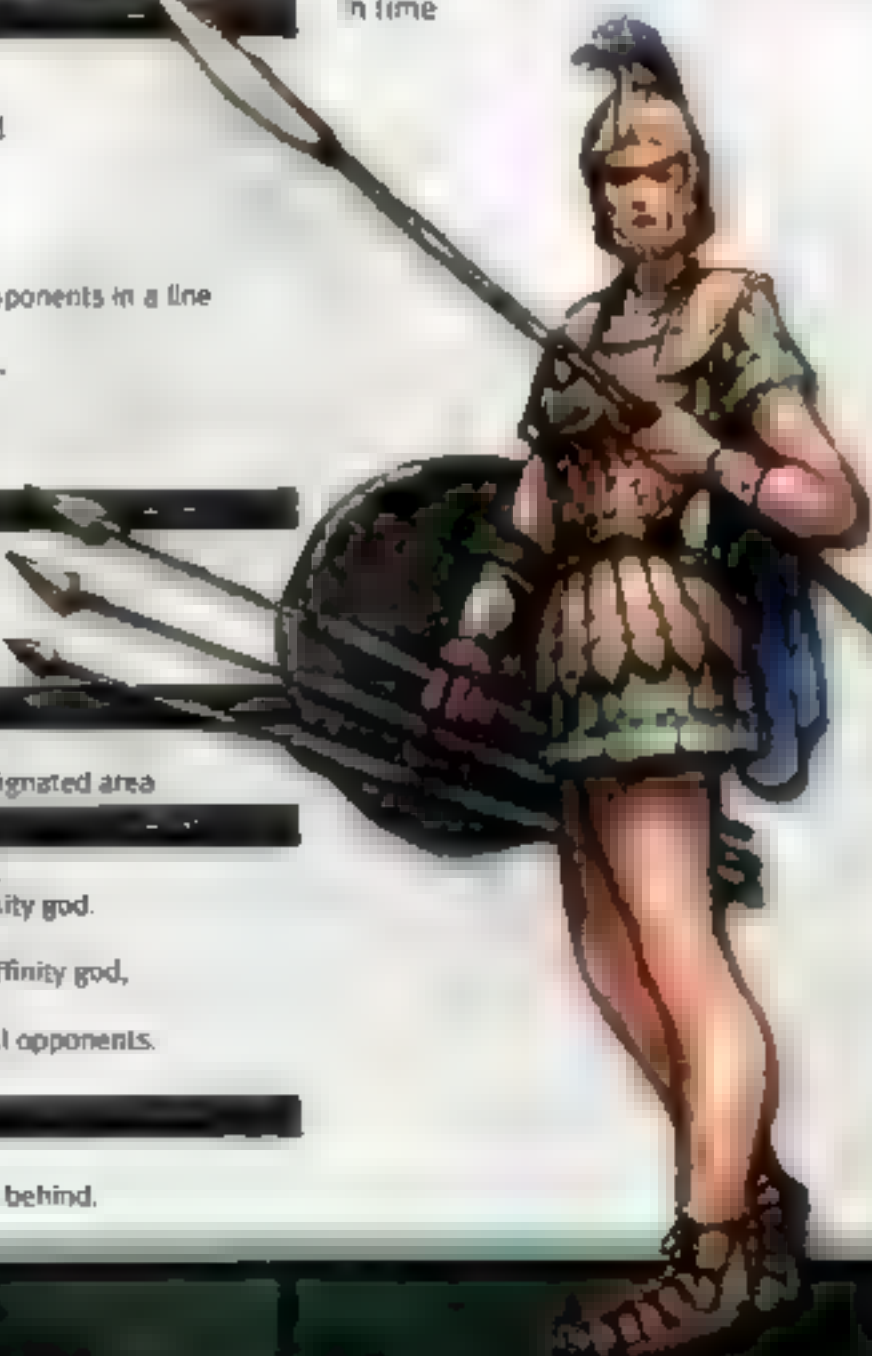
TYPE SUPPORT

Character Class Statistics



Peltasts are the Imperia version of Gungnirs, medium range spear throwers that are accurate, powerful, and have excellent defense, but require a clear line of sight that can be difficult to maintain. Peltasts are best against light and arcane characters, which are fairly rare in Imperia. Nevertheless, long range attackers are rare early in the game, and a Peltast always makes a reliable early recruit.

Peltasts lack the shape-shifting abilities of their Nordagh cousins, leaving them vulnerable on defense and hopeless on offense when engaged at close range. Powered Throw may be extremely expensive, but you should save up and get it as soon as possible, to give you a strong option for melee combat. Another must have is Indirect Fire, a Peltast exclusive that almost makes up for the lack of the Gungnir's Bear Form. This skill allows you to hit a foe anywhere with a Long Throw 3 range, regardless of obstacles in the way. It doesn't do much damage, but the ability to hit anyone, anywhere, can be priceless when a brink-of-death foe has a turn approaching and no one else can get there in time.



Weapons
Plain Javelin, All Peltast, Light Spear
Shields
Light Shield, Peltast Shield
Armor
Light Armor, Peltast Armor
Helmets
All Peltast, Helm Helmet, Military Helmet
Accessories
Necklace

Attributes
Fire Water Earth Air Dark Light

Skill		Description
Strike	0	Standard move to attack.
Running Attack	8	Run across battlefield to attack (reduced damage).

Skill		Description
Long Throw	0	Standard distance throwing attack.
Exploding Javelin	4	Exploding ranged attack, causes area damage.
Destroy Shield	6	Successful attack may destroy opponent's shield.
Bungle Enemy	10	Effect: Reduce opponent's accuracy.
Long Throw 2	12	Medium distance throwing attack.
Impale Leg	18	Effect: Reduce opponent's movement rate.
Long Throw 3	20	Long distance throwing attack.
Unstoppable Throw	24	Powerful javelin throw that damages multiple opponents in a line.
Indirect Fire	30	Ranged attack that travels over obstructions.
Bulls Eye	32	Close attack that bypasses opponent's defenses.
Pin Down	34	Aimed javelin throw pins opponent in place.
Powered Throw	36	Heavy damage attack for nearby opponents.
Long Throw 4	40	Extremely long distance throwing attack.

Skill		Description
Combo Attack 1	4	Two hit attack, slow speed.
Combo Attack 2	8	Three hit attack, slow speed.
Combo Attack 3	16	Four hit attack, slow speed.
Combo Attack 4	26	Five hit attack, slow speed.

Skill		Description
On Guard	6	Increase defense next turn.
Cover Area	22	Automatically attack all opponents entering designated area.

Skill		Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.

Skill		Description
Awareness	0	Standard defensive maneuver.
	38	No bonus given to enemies when attacked from behind.



TYPE BEST

PLAINSCAT

Plainscats have a skill selection that's similar to Bears, but trade the Bears' strong Defense and bottomless Hit Points for vastly increased Initiative and Mobility. Plainscats aren't as hard to kill as the nursing schoolmates, but they're a far better choice for large arenas where they excel at quickly reaching vulnerable foes and ripping them to shreds with powerful attacks.

If your Plainscat doesn't come with Running Attack and Riposte pre-installed, you'll want to pick them up early. After that, pick up a powerful and low cost attack like Swipe and Slash. Growl is a nice tool to have in your belt, in case things go wrong and you end up surrounded.

Because Plainscats have an innate Air Affinity, don't send your cat up against a Dervish. Their attacks will always miss, regardless of how you perform on the Swing Meter.

Character Class Statistics



Affinities

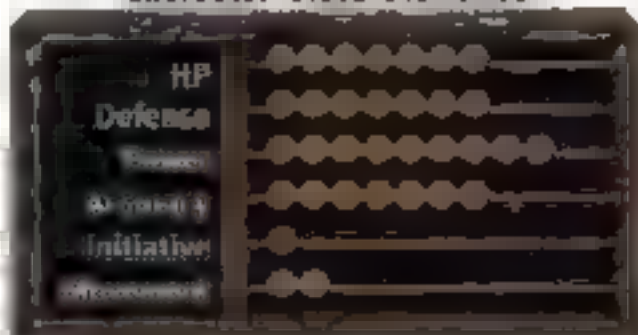


Skill	Cost	Level	Description
Claw	0	1	Standard move to attack.
Running Attack	6	2	Run across battlefield to attack (reduced damage).
Precision Attack	20	3	Quick, low power attack.
Skill	Cost	Level	Description
Swipe	4	3	High power attack with low accuracy.
Pull Down	18	2	Medium damage, may reduce opponent's movement rate.
Slash	24	4	Prolonged stomping attack.
Raking Attack	18	3	More powerful attack. <i>Swipe</i> required.
Slicing Attack	36	4	Heavy damage claw attack that causes bleeding damage.
Skill	Cost	Level	Description
Combo Attack 1	4	2	Two hit attack, slow speed.
Combo Attack 2	8	3	Three hit attack, slow speed.
Combo Attack 3	16	4	Four hit attack, slow speed.
Combo Attack 4	26	5	Five hit attack, slow speed.
Skill	Cost	Level	Description
Growl	8	2	Successful attack petrifies nearby opponents.
On Guard	12	0	Increase defense next turn.
High Guard	30	2	Increase defense next turn. <i>On Guard</i> required.
Stun	32	4	Successful attack petrifies nearby opponents for a long duration.
Skill	Cost	Level	Description
Affinity Attack 1	4	10	Attack enhanced by the power of an affinity god.
Affinity Attack 2	20	10	Mighty attack enhanced by the power of an affinity god. <i>Affinity Attack 1</i> required.
Affinity Attack 3	20	10	Mightiest attack enhanced by the power of an affinity god, has added effect. <i>Affinity Attack 2</i> required.
Affinity Attack 4	36	10	Summon a servant of an affinity god to attack all opponents. <i>Affinity Attack 3</i> required.
Skill	Cost	Level	Description
Dodge	0	-	Standard defensive maneuver.
Leap	0	-	You can move to higher positions.
Evasion	20	-	More effective defensive maneuver.
Riposte	22	-	Immediate counter attack when an opponent's attack misses.
Reflexes	38	-	Immune to counter attacks.



SAMNITES

Character Class Statistics



Samnites are one of the most offense-oriented characters in the game. They hit hard, they have a strong attack option for any conceivable situation, and if equipped carefully, can be surprisingly accurate for a heavy gladiator. The only problem is that they're as slow as they look, and by the time these heavy hitters shamle over to the battle, it's sometimes too late.

For that reason, you need to take **Running Attack**, even though Samnites have to pay almost triple its normal price to get it. After that, forget the overpriced defensive skills and try to pick up a versatile set of attacks. **Sweeping Attack** lets you hit the opponent directly in front of you as well as anyone directly to his left or right. **Blind Spot Attack** lets you hit one foe in front, and one foe behind, a poetic payback for backstabbers. If you're surrounded on all sides, **Squat** and **Be foul Area** will damage everyone and send them back a square, giving you a little breathing room. Samnites also specialize in movement attacks, which are useful when you need to get out of a tight spot or set up your foes for an area attack from an ally. **Overrun** lets you rush past someone in front of you, and **Power Bulldoze** lets you take their square while knocking them back. Both attacks also deal damage, and never miss.



Weapons
Two Handed Axe, Heavy Spear, Heavy Sword, All Samnite
Armors
Heavy Armored Samnite Shields
Armor
Heavy Armor, Samnite Armor
Skills
Attack, Defense, Initiative, Offense
Abilities
Attack, Defense, Initiative, Offense

Affinities



Skill	Cost	Description
Strike	0	Standard move to attack.
Running Attack	22	Run across battlefield to attack (reduced damage).
Skill	Cost	Description
Overrun	4	Wind up and deliver distance attack.
Power Bulldoze	8	Push opponent backward, move into the previously occupied square and cause damage.
Forward Thrust	10	Successful attack damages two squares in front.
Blind Spot Attack	15	Character attacks square in front and behind.
Sweeping Attack	20	Two handed attack that damages several squares in front of character.
Squat	32	Attack that knocks surrounding opponents back.
Be foul Area	34	Push back and damage all units in adjacent squares.
Heavy Strike	40	Heavy damage, low accuracy attack.
Skill	Cost	Description
Combo Attack 1	4	Two hit attack, slow speed.
Combo Attack 2	8	Three hit attack, slow speed.
Combo Attack 3	16	Four hit attack, slow speed.
Combo Attack 4	26	Five hit attack, slow speed.
Skill	Cost	Description
Bulldoze	0	Push an opponent backward and move into the previously occupied square.
Barbaric	6	Give up turn to reduce the damage received until next turn.
Be foul Area	24	Push back all units in adjacent squares.
On Guard	30	Increase defense next turn.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Skill	Cost	Description
Parry	0	Standard defensive maneuver.
Shield Block	0	Standard defensive maneuver with shield.
Heightened Parry	12	More effective defensive maneuver.
Indomitable Will	18	Immune to root, petrify, blindness and freeze.
Off Balance	38	Lowers opponent's defense if opponent misses attack.



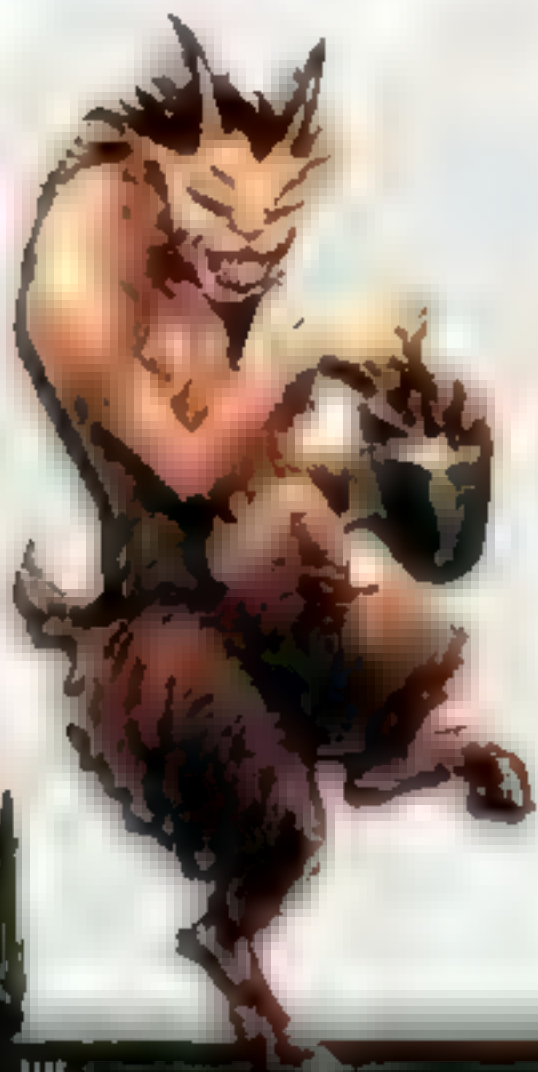
TYPE 100

SATYR

Satyrs may be able to hold their liquor, but they sure can't take a hit. These jovial rascals have lots of neat tricks up their sleeves, but they're at the wrong end of the skill-based game. While many of their skills can be used to gain safety from a safe corner of the battlefield, their most powerful attacks require the Satyr to approach the frontlines, where he won't last long.

Considered the ultimate party lecherous, alcoholic man-goats, and Satyrs have made an art out of playing to the crowd. A turn one Merry Jig is a great way to start a battle with a troop-wide initiative boost, and a turn two Crowd Pleaser (or its enhanced form, Crowd Charmer) will win over easily entertained audiences to effectively give your entire team a significant boost in several other stats. Ridicule and Taunt will further delight the crowd while lowering your foe's initiative, but since they are innate counters that requires your Satyr to actually survive an attack, you'll want to drop some job points into boosting Evade all the way to Heightened Evasion.

Jug Throw has a limited range and Jug Bonk rarely hits, but they're as good as Satyr attacks get until late in the game, when you can afford solid area effects like Exploding Breath and Kablooy.



Character Class Statistics

Defense	10
Attack	10
Initiative	10
Movement	10



Weapons	
Shields	
Armor	
Headgear	
Feet	
Accessories	

Affinities

Fire	10
Water	10
Earth	10
Air	10
Dark	10
Light	10

Skill	Cost	Description
Strike	0	Standard move-to-attack
Running Attack	0	Run across battlefield to attack (reduced damage)

Skill	Cost	Description
Merry Jig	0	Increase nearby allies' initiative.
Flammable Breath	4	Flaming spirits burn opponent.
Jug Bonk	10	Successful attack knocks opponent down.
Jug Throw	18	Standard range attack.
Exploding Breath	34	Flaming spirits burn multiple opponents.
Kablooy	40	Area attack of flaming spirits burns all opponents within range. Exploding Breath required.

Skill	Cost	Description
Combo Attack 1	6	Two hit attack, fast speed.
Combo Attack 2	12	Three hit attack, fast speed.
Combo Attack 3	22	Four hit attack, fast speed.
Combo Attack 4	34	Five hit attack, fast speed.

Skill	Cost	Description
Merry Jig	0	Increase nearby allies' initiative.
Crowd Pleaser	8	Crowd favors team with Satyr.
On Guard	12	Increase defense next turn.
Hair Of The Dog	22	May remove all negative status effects.
Invigorating Spirits	32	Recover Hit Points.
High Guard	38	Crowd heavily favors team with Satyr. Increase defense next turn. On Guard required.

Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.

Skill	Cost	Description
Evade	0	Standard defensive maneuver.
Ridicule	8	Taunt opponent, crowd reacts positively.
Evasion	20	More effective defensive maneuver.
Taunt	24	Taunt opponent, crowd goes wild. Ridicule required.
Heightened Evasion	30	Most effective defensive maneuver. Evasion required.

SCARAB

TYPE: BEAST

Character Class Statistics



Scarabs are strange little creatures. Their stats are generally unimpressive (at least by beast standards), but don't be fooled by low Power and Movement scores; these creatures have a number of strong attacks and a series of Special Skills that make them the most versatile beast in the game.

The mandatory skill is **Burrow**. With it, a Scarab dig down and pop up almost anywhere. This is a great way to slip behind a character and enable an ally to backstab or take out an enemy caster or archer who is hiding in the rear. The powered-up version of this skill, **Tunnel**, allows you to do damage to any adjacent character when you pop up, as well as knock them back a square. Very useful stuff.

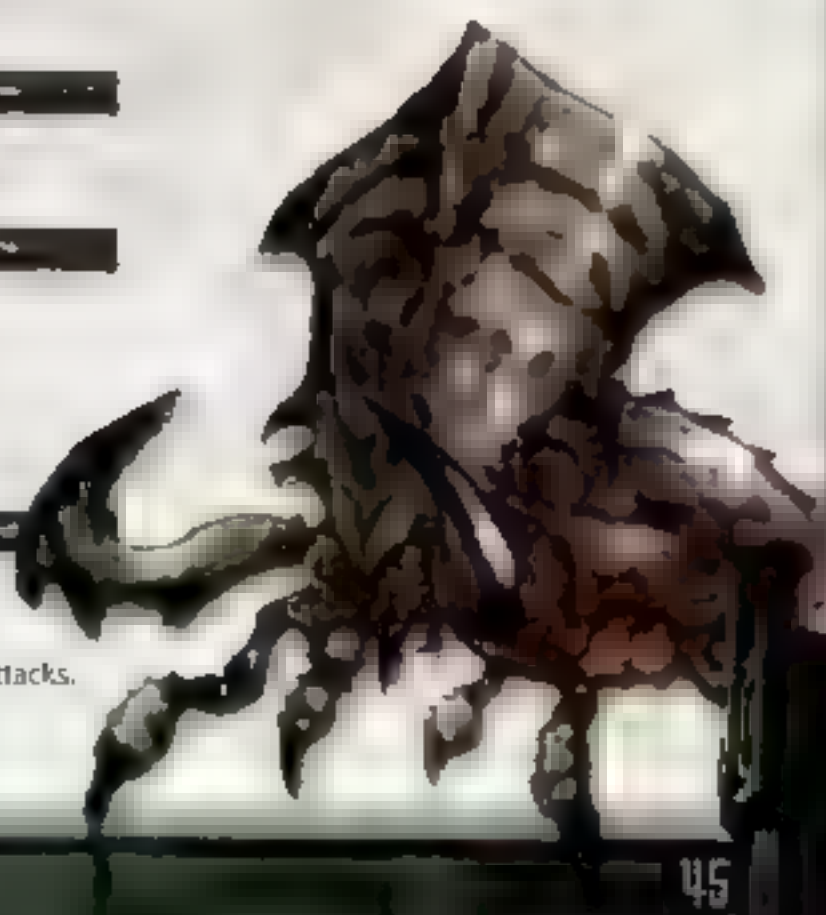
Tunnel is the Scarab's best trick, but it's not the only one. **Mandible Swipe** is an effective version of the Samnile's Sweeping Attack, and **Fiery Spittle** is a good medium range attack, especially since it's won't cost you any skill or job points. After you pick up a good beater like **Crippling Blow**, you'll probably want to skip most of the other attacks and concentrate on **Toughened Chitin** and **Weathered Chitin**, since Scarabs have pretty lousy defense. **Riposte** never hurts, either.

Affinities



Fire Water Earth Air Dark Light

Skill		Description
Move	0 0	Standard move to attack.
Skill		Description
Fiery Spittle	0 0	Fiery range attack.
Gas Cloud	10 0	Reduce initiative of opponents within range.
Carapace Ram	12 3	Successful attack may stun opponent.
Mandible Swipe	18 3	Successful attack damages three opponents.
Contamination	20 0	Gas cloud damages opponents and allies.
Tunnel	24 4	Tunnel to a distant point and attack, possibly knocking opponents back.
Poison Spittle	30 3	Ranged attack that may poison opponent.
Crippling Blow	34 5	Heavy damage attack that may stun opponent, does not effect animals.
Heavy Strike	40 4	Heavy damage, low accuracy attack.
Skill		Description
Combo Attack 1	6 2	Two hit attack, slow speed.
Combo Attack 2	12 3	Three hit attack, slow speed.
Combo Attack 3	22 4	Four hit attack, slow speed.
Combo Attack 4	34 5	Five hit attack, slow speed.
Skill		Description
Burrow	0 3	Tunnel under all units to a distant point.
Defend	8 0	Give up turn to reduce damage received until next turn.
Fortified Defense	36 2	Give up turn to reduce damage received until next turn.
Skill		Description
Affinity Attack 1	4 -	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10 10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20 10	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36 -	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Skill		Description
Dodge	0 -	Standard defensive maneuver.
Gas Immunity	1 -	Immune to poison.
Weathered Chitin	6 -	Increase defense.
Fire Affinity Bonus	24 -	Resistant to Fire Affinity attacks, weak against Water Affinity attacks.
Toughened Chitin	32 -	Greatly increase defense.
Riposte	38 -	Immediate counter attack when an opponent's attack misses.



WEBB'S

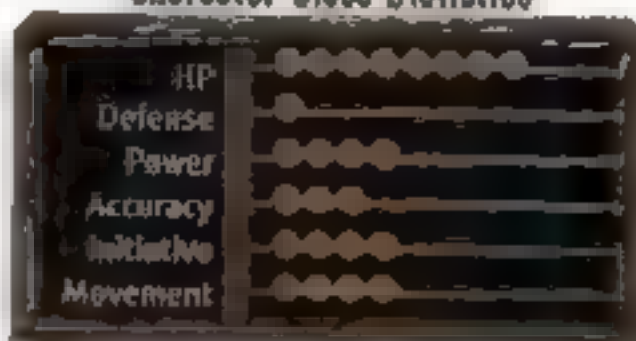
SCORPION

Like Scarabs, Scorpions are giant chitinous insects that suddenly begin to appear in droves in the Southern Expanse. They have horrible defense (Weathered Chitin helps a bit), and lack the mobility of the Scarab's Burrow and Tunnel (despite the descriptions, the Skittering Attacks aren't really any better than Running Attack), but do excel at powerful poison attacks.

Yep, Poison Flick, Envenom, and Tail Whip are great ways to turn your opponents green while doing solid damage in the process, but that won't stop them from crushing your Scorpion like the bug that he is while they're dying. That's why Fortified Defense and Riposte are top priorities for any Scorpion handler. Fortified Defense will negate virtually all of the damage while Riposte and lingering poison effects finish off your foes.

It's a fun little combo, but to put in bluntly, the Scarab is by far the better bug.

Character Class Statistics



Affinities



Skill	Cost	Description
Bite	0	Standard move-to attack.
Precision Attack	10	Quick, low power attack.
Skittering Attack	10	Run across battlefield to attack, reduced damage.
Skittering Attack 2	22	Run a greater distance across battlefield to attack.

Skill	Cost	Description
Envenom	0	Light damage attack, cannot be blocked or evaded.
Envenom 2	10	Medium damage attack that may poison opponent.
Poison Flick	18	Ranged attack that may poison opponent.
Shield Snip	24	Destroy shield by cutting it in half.
Hurricane	34	Tail attack that damages all opponents in adjacent squares.
Tail Whip	40	Quick attack that may poison opponent.

Skill	Cost	Description
Combo Attack 1	6	Two hit attack, slow speed.
Combo Attack 2	13	Three hit attack, slow speed.
Combo Attack 3	22	Four hit attack, slow speed.
Combo Attack 4	34	Five hit attack, slow speed.

Skill	Cost	Description
Defend	6	Give up turn to reduce damage received until next turn.
Fortified Defense	32	Give up turn to greatly reduce damage received until next turn. Defend required.

Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god. has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.

Skill	Cost	Description
Beast Dodge	0	Standard defensive maneuver.
Fire Resistance	6	Resistant to Fire Affinity attacks; weak against Water Affinity attacks.
Weathered Chitin	12	Increase defense.
Poison Resistance	20	Immune to poison.
Riposte	30	Immediate counter attack when an opponent's attack misses.
Awareness	36	No bonus given to enemies when attacked from behind.
Evasion	38	More effective defensive maneuver.

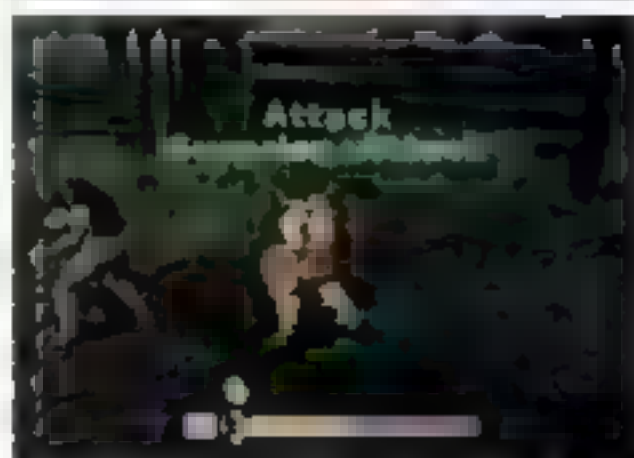


SECUTOR

TYPE: L



Character Class Statistics

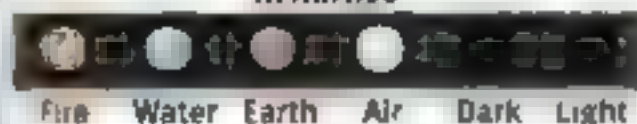


Secutors are not quite as quick or accurate as Bandits, but do have a more combat-oriented skill selection, and a few neat tricks that are unavailable to their light-type colleagues. The two classes fill the same role in your school, but you probably have room for both.

Like most light gladiators, the Secutor's first priority is the all-important **Backstabber** skill, which combines nicely with the Secutor's **Surprise Attack**. Follow that up with a few new attacks that will be useful in the heavily armored Imperial leagues: **Remove Shield**, a reliable way of destroying an opponent's shield and **Shield Bypass**, a solid, almost unblockable hit.

Instead of **Riposte**, Secutors counter successful attacks with **Taunt** and its enhanced form, **Deride**. These lower the attacker's initiative while boosting your Crowd Favor, and are well worth their job point cost.

Affinities



Skill	Cost	Level	Description
Strike	0	0	Standard move to attack.
Running Attack	0	1	Run across battlefield to attack (reduced damage and accuracy).
Surprise Attack	6	2	Target will not face when attacked.
Sprint Attack	36	2?	Run a greater distance across the battlefield to attack.
Skill	Cost	Level	Description
Spear Attack	0	0	Attack from the diagonal using the spear's extended reach.
Knock Down	18	4	Successful attack knocks down opponent.
Remove Shield	24	0	Successful attack may remove opponent's shield.
Shield Bypass	32	1	Opponent cannot use shield to block attacks.
Target Head	34	1	Effect: Reduce opponent's initiative.
Bleeding Attack	40	5	Heavy damage attack that may cause bleeding damage.
Combo Skill	Cost	Level	Description
Combo Attack 1	6	2	Two hit attack, fast speed.
Combo Attack 2	12	3	Three hit attack, fast speed.
Combo Attack 3	22	4	Four hit attack, fast speed.
Combo Attack 4	34	5	Five hit attack, fast speed.
Skill	Cost	Level	Description
Sand Toss	2	1	Successful toss may blind opponent.
Def Guard	12	0	Increase defense next turn.
Skill	Cost	Level	Description
Affinity Attack 1	4	1	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	2	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	3	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	4	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Skill	Cost	Level	Description
Dodge	0	0	Standard defensive maneuver.
Shield Block	0	0	Standard defensive maneuver with shield.
Taunt	8	1	Taunt opponent, crowd reacts positively.
Backstabber	10	1	Damage doubled when attacking from behind.
Evasion	20	2	More effective defensive maneuver.
Deride	22	2	Taunt opponent, crowd goes wild. Taunt required.
Heightened Evasion	30	3	Most effective defensive maneuver.
Def Balance	38	4	Lowers opponent's defense + opponent misses attack.





TYPE: MAGE

SUMMONER

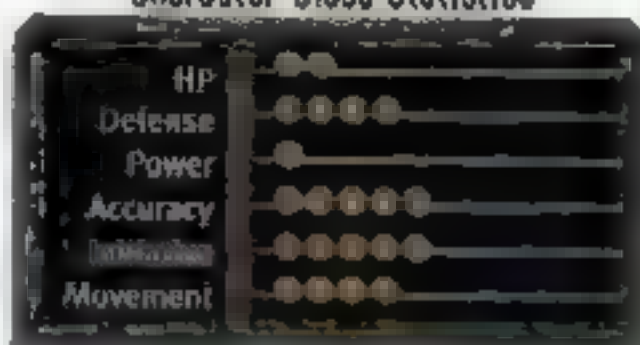
Summoners pull Affinity out of the sky, summon powerful allies for virtually nothing, and then sit back and pick away at their foes with medium range spells while Affinity Beasts do their dirty work. If you get the opportunity to recruit a Summoner, don't let it pass you by!

In battle, Summoners practically play themselves. First they use **Summon Power** to give themselves around 60 AP for free. After a quick recovery, they'll summon something, usually an Affinity Beast. All four beasts have basically the same stats, and differ only in appearance and the stat that they buff for your team. The **Air Beast** boosts Initiative, the **Earth Beast** boosts Defense, the **Fire Beast** boosts Power, and the **Water Beast** boosts Accuracy. The Dark version of each beast is the same (although often cooler looking), except that it lowers the appropriate stat for your opponents instead of boosting it for you. (They're also cheaper to summon, but require more job points to buy). Be warned though: when a Summoner is killed, his summoned creature is removed from the arena.

Since you can only summon one beast at a time, your Summoner will spend the rest of his turns nailing foes with long distance Affinity Attacks. **Far Strike**, a medium range line of sight attack, is your best damage for Affinity value, dealing solid damage for only 20 AP per usage.



Character Class Statistics



Weapons
None Start All Summoner
Skills
None
Armor
Arcane Armor, Summoner Armor
Helmets
All Summoner, Diadem Helmet, Arcane Helmet
Accessories
Charm

Affinities



Skill	Description
Strike	Stand & move to attack.

Skill	Description
Summon Power	0 4 Summon Affinity power directly from the Affinity gods.
Air Beast	3 Summon a servant of the Air Affinity God.
Skeleton	3 Summon undead warrior.
Earth Beast	4 Summon a servant of the Earth Affinity God.
Fire Beast	6 Summon a servant of the Fire Affinity God.
Water Beast	8 Summon a servant of the Water Affinity God.
Incapacitate Heavy	10 Successful attack may Petrify a heavy opponent for a short time.
Teleport	12 Teleport all within range to random location.
Defend	18 Increase defense next turn.
Summon Scarab	24 Summon a Scarab.
Summon Skeleton	24 Summon a more powerful Skeleton. <i>Skeleton 1 required.</i>
Dark Air Beast	30 Summon a tainted servant of the Air Affinity God.
Dark Earth Beast	32 Summon a tainted servant of the Earth Affinity God.
Dark Fire Beast	34 Summon a tainted servant of the Fire Affinity God.
Dark Water Beast	36 Summon a tainted servant of the Water Affinity God.
Magic Guard	42 Greatly increase defense next turn. <i>On Guard required.</i>
Scorpion	44 Summon a Scorpion.

Skill	Description
Affinity Attack 1	4 Attack enhanced by the power of an affinity god.
Combo Attack 1	8 Two hit attack, slow speed.
Affinity Attack 2	10 Mighty attack enhanced by the power of an affinity god. <i>Affinity Attack 1 required.</i>
Combo Attack 2	16 Three hit attack, slow speed.
Affinity Attack 3	20 Mightiest attack enhanced by the power of an affinity god, has added effect. <i>Affinity Attack 2 required.</i>
Combo Attack 3	28 Four hit attack, slow speed.
Far Strike	28 More powerful attack.
Affinity Attack 4	36 Summon a servant of an affinity god to attack all opponents. <i>Affinity Attack 3 required.</i>
Combo Attack 4	42 Five hit attack, slow speed.

Skill	Description
Stand	0 Standard defensive maneuver.

UNDEAD LEGIONNAIRE



Character Class Statistics



Weapons:
Medium Shield, Legionnaire Shield
Skills:
Medium Shield, Legionnaire Shield
Armor:
Medium Shield, Legionnaire Shield
Abilities:
Medium Shield, Legionnaire Shield
Items:
Medium Shield, Legionnaire Shield
Spells:
Medium Shield, Legionnaire Shield

Affinities



Strike	Cost	Description
Strike	0	Standard move to attack.
Skill	Cost	Description
Scare Attack	4	Successful attack may cause opponent to retreat.
Fear of Death	10	Target may become panicked.
Rot Helmet	24	Attack that damages opponent's helmet.
Rotting Touch	24	Attack that damages opponent's shield.
Target Head	34	Effect: Reduce opponent's initiative.
Heavy Strike	40	Heavy damage, low accuracy attack.
JK Skill	Cost	Description
Combo Attack 1	6	Two hit attack, moderate speed.
Combo Attack 2	12	Three hit attack, moderate speed.
Combo Attack 3	22	Four hit attack, moderate speed.
Combo Attack 4	34	Five hit attack, moderate speed.
Skill	Cost	Description
Grave Laughter	0	Scare and lower opponents' initiative.
Defend	22	Give up turn to reduce damage received until next turn.
Scared Stiff	32	Successful attack may petrify opponent.
Heightened Defense	36	Give up turn to greatly reduce damage received until next turn. Defend required.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of the Dark Affinity God.
Affinity Attack 2	20	Mighty attack enhanced by the power of the Dark Affinity God. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of the Dark Affinity God, temporarily poisons opponent. Affinity Attack 2 required.
Skill	Cost	Description
Dodge	0	Standard defensive maneuver.
Shield Block	0	Standard defensive maneuver with shield.
Fleshless Target	0	Resistant to worldly damage but weakness against affinity.
Sickly Marrow	12	When this Gladiator is defeated, an area effect cloud causes poison damage.
Grave Rot	20	Critical hit causes poison damage.
Riposte	30	Immediate counter attack when an opponent's attack misses.
Knit Bones	36	Regenerate Hit Points.

If you can earn the Talisman of Life from the second Mordred shopkeeper quest, you can summon an Undead Legionnaire at any gravestone in the game. While Undead Legionnaires have the same stats as living Legionnaires, they have a better skill set, and can be used in a way that no other class has. They're expendable. When an Undead Legionnaire dies in a wilderness battle, you can just find a gravestone and get another. This makes them an ideal choice for the risky wilderness fights that can be a part of certain side quests.

Of course, if you trade in your Undead Legionnaires frequently, you won't be able to guide their development. This is a shame, because they have some great abilities. Grave Rot and Knit Bones are strong innate abilities, as well as the faithful Riposte. Scare Attack and Fear of Death have their place, although the Rot attacks are pretty dull, since they take so long to work.

The Undead Legionnaire's Dark Affinity attacks are a real pain, but they're more reliable, because no enemies have Light Affinity armor equipped to block it. Unfortunately, since Dark Affinity weapons are incredibly difficult to find, it can be hard to exploit this feature.

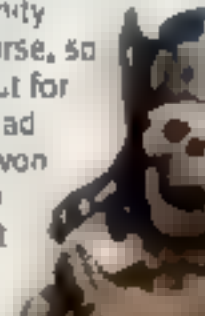
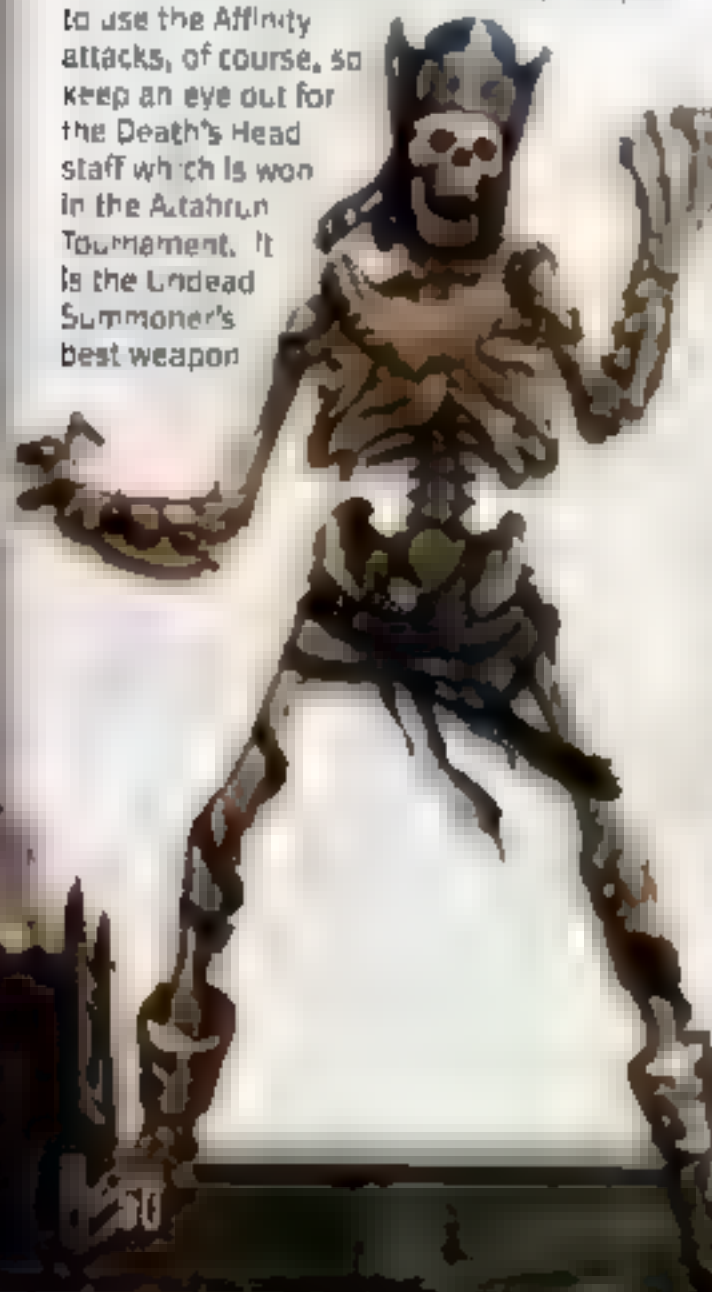


UNDEAD SUMMONER

The worth of arcane classes is determined less by what they can do with their Affinity Power, and more by how they get it. In that respect, Undead Summoners are the best arcane gladiators in the game. That's generally bad news, since you'll be facing them as opponents frequently, but you can recruit one of your own if you clear the Dead of Night league in Mordare's Den.

The key to Undead Summoners is **Darkness From Life**, a skill that turns their own Hit Points into Affinity Power, and usually allows the Undead Summoner to take a second action immediately afterward. Don't worry about the Hit Points—you won't be in the front lines anyway. And you can always get them back with **Cover Life** or the **Knit Bones** innate skill.

The best use for this Affinity Power is the **Summon Skeleton** series of Special attacks. You can only have one skeleton at a time, so after that you'll have to rely on Affinity skills like **Covet Life**, **Spinterring Bones**, **Fire Cloud** and **Fire Storm**. None of these are particularly strong, but all can be used from a safe distance of up to four squares away. It's also worth noting that the Undead Summoner is the rare caster of Dark Affinity attacks. You'll need a Dark Affinity weapon to use the Affinity attacks, of course, so keep an eye out for the **Death's Head** staff which is won in the **Aktahron Tournament**. It is the Undead Summoner's best weapon.

A character wearing a skull mask and a crown, holding a staff. The character is wearing a dark, patterned tunic and a crown with a skull on top. They are holding a staff or weapon. The background is a simple, light-colored wall.

Character Class Statistics



Shields:
 Plain Shield, All Shields
Armor:
 Arcane Armor, Hallowed Summoner Armor
Helms:
 All Hallowed Summoner, All Summoner,
 Hallowed Helm, Arcane Helm
Accessories:
 Summoner's

Affinities

Fire Water Earth Air Dark Light

SKILL	MP	CD	Description
Stand	0	0	Standard move to attack.
Steal Life	0	0	Steal the life force of teammates.
SKILL	MP	CD	Description
Darkness from Life	0	1	Convert some of your life force into Affinity power.
SKILL	MP	CD	Description
Summon Skeleton	0		Summon undead warrior.
Summon Skeleton 2	22		Summon a more powerful undead warrior.
Tornado	23	0	Teleport at within range to random location.
Teleport			Teleport a short distance on the battlefield.
Give Up Turn	32	0	Give up turn to reduce damage until next turn.
Dark Curse			Opponent is cursed to die in several turns, unless caster is killed first.
Summon Skeleton 3	42		Summon a very powerful undead warrior.
SKILL	MP	CD	Description
Spillering Bones	0		Long range spell attack that can cause an enemy to retreat.
Affinity Attack 1	4		Attack enhanced by the power of an affinity god.
Combo Attack 1	8		Two hit attack, slow speed.
Affinity Attack 2	10		Mighty attack enhanced by the power of an affinity god. <i>Affinity Attack 1 required</i>
Covert Life	10		Steal the life force of an opponent.
Fire Storm	10		Attack that causes fire damage.
Combo Attack 2	16		Three hit attack, slow speed.
Affinity Attack 3	20		Highest attack enhanced by the power of an affinity god, has added effect, <i>Affinity Attack 2 required</i> .
Fire Storm	24		Powerful attack that causes intense fire damage.
Rotting Touch	24		Attack that damages opponent's shield.
Combo Attack 3	28		Four hit attack, slow speed.
Death Blast	38		More powerful attack.
Combo Attack 4	42		Five hit attack, slow speed.
SKILL	MP	CD	Description
Dark Resistance	0	-	Resistant to Dark Affinity attack.
Parry	0	-	Standard defensive maneuver.
Fleshless Target	0	-	Resistant to projectile range attacks.
Sickly Marrow	12	-	When this gladiator is defeated, an area effect cloud causes poison damage.
Knit Bones	38	-	Regenerate Hit Points.

WOLF

TYPE: BEAST



Character Class Statistics



Wolves excel at mobility, scoring top marks in Initiative and Movement. They have average Power, and their low Defense is mostly mitigated by their abundance of Hit Points. Unfortunately, there isn't too much that a lone wolf can do with these strengths. The skill selection of Wolves is limited, and many require the presence of other Wolves to be effective.

A pack, on the other hand, can be brutal. Three or four wolves working together to isolate and surround opponents will find powerful advantages in the form of skills like Pack Courage, Pack Mentality, and Area Lupus Call. But few players will be willing to make room for more than one wolf in their school, and lone wolves have far fewer options: Pull Down and Shred Throat do big damage, and Riposte and Tear Throat are both solid and reasonably priced. Outside of that, there isn't much worth getting excited about. Lupus Call sounds promising, but it requires you to "crit" on the status meter, and the effect is often disappointing. Lone wolves are simply too underpowered to warrant a permanent slot in your school.



Initiative



Water Earth Air Dark Light

Skill		Description
Snap	0 0	Standard move to attack.
Nip	4 3	Weak running attack with high accuracy.

Skill		Description
Target Leg	10 2	Medium damage, may reduce opponent's movement rate.
Tear Throat	18 3	Tearing attack that causes bleeding damage.
Bungle Enemy	20 3	Effect: Reduce opponent's accuracy.
Pull Down	34 4	Prolonged stomping attack.
Shred Throat	40 5	Tearing attack that causes extreme bleeding damage.

Skill		Description
Combo Attack 1	4 2	Two-hit attack, slow speed.
Combo Attack 2	8 3	Three-hit attack, slow speed.
Combo Attack 3	16 4	Four-hit attack, slow speed.
Combo Attack 4	26 5	Five-hit attack, slow speed.

Skill		Description
Lupus Call	6 3	Partially recover Hit Points of self.
On Guard	12 0	Increase defense next turn.
Fearful Snarl	20 3	Intimidate opponent and move them back one square.
Area Lupus Call	32 5	Partially recover Hit Points of allies within range.
Heightened Snarl	38 3	Intimidate opponents within range, causes them to retreat.

Skill		Description
Affinity Attack 1	1	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god, has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.

Skill		Description
Beast Dodge	0	Standard defensive maneuver.
Pack Courage	0	Increase movement and initiative when near other wolves.
Pack Mentality 1	8	Critical hit gives all wolves a free attack on targeted opponent.
Riposte	22	Immediate counter attack when an opponent's attack misses.
Evasion	30	More effective defensive maneuver.
Pack Mentality 2	36	Successful hit gives all wolves a free attack on targeted opponent.

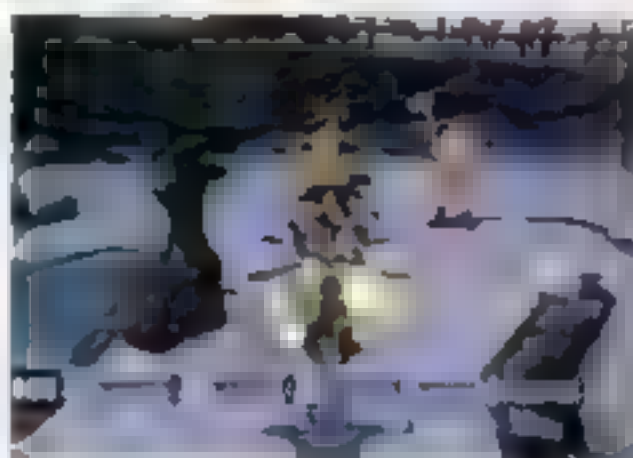


If you clear the Trial of the Elders league in Vargen, you'll be allowed to recruit Iar the Yeti for free. Iar's attitude says a lot about his class; Yeti aren't versatile, or fancy, or clever, they just like to whack things with sticks. In short: Yeti smash, and they're pretty good at it.

Unable to wear armor, Yeti are a little more mobile and a lot weaker on defense than their heavy brethren from Imperia. But when they can find a good weapon, they're number 1 at brute strength. Offense-oriented skills like Cry of Anger, (which is stackable and a devastating compliment to the Centurion's Motivate; Heavy Claw, and the Affinity-charging, stat-lowering Numbing Blows ensure that a successful Yeti attack usually results in a shattered rib cage for a medium weight defender. The catch is that Yeti tend to have a little trouble connecting with their targets, so you may want to select your weapons based more on Accuracy than Power. No Yeti skills boost Accuracy, but a successful Ice Breath will set you up for a free hit next round. Before you get that, though, shore up Iar's defensive weaknesses by picking up Thick Hide as soon as possible.

Yeti are far from the best in their weight class, but in the land of medium-weights, Nordagh, Iar is the only heavyweight Ursula players will be able to get in Chapter 1.

Character Class Statistics



Weapons	All Yeti Two Handed Hammer
Skills	
Initiative	
HP	
Defense	
Power	
Accuracy	
Initiative	
Movement	

Affinities

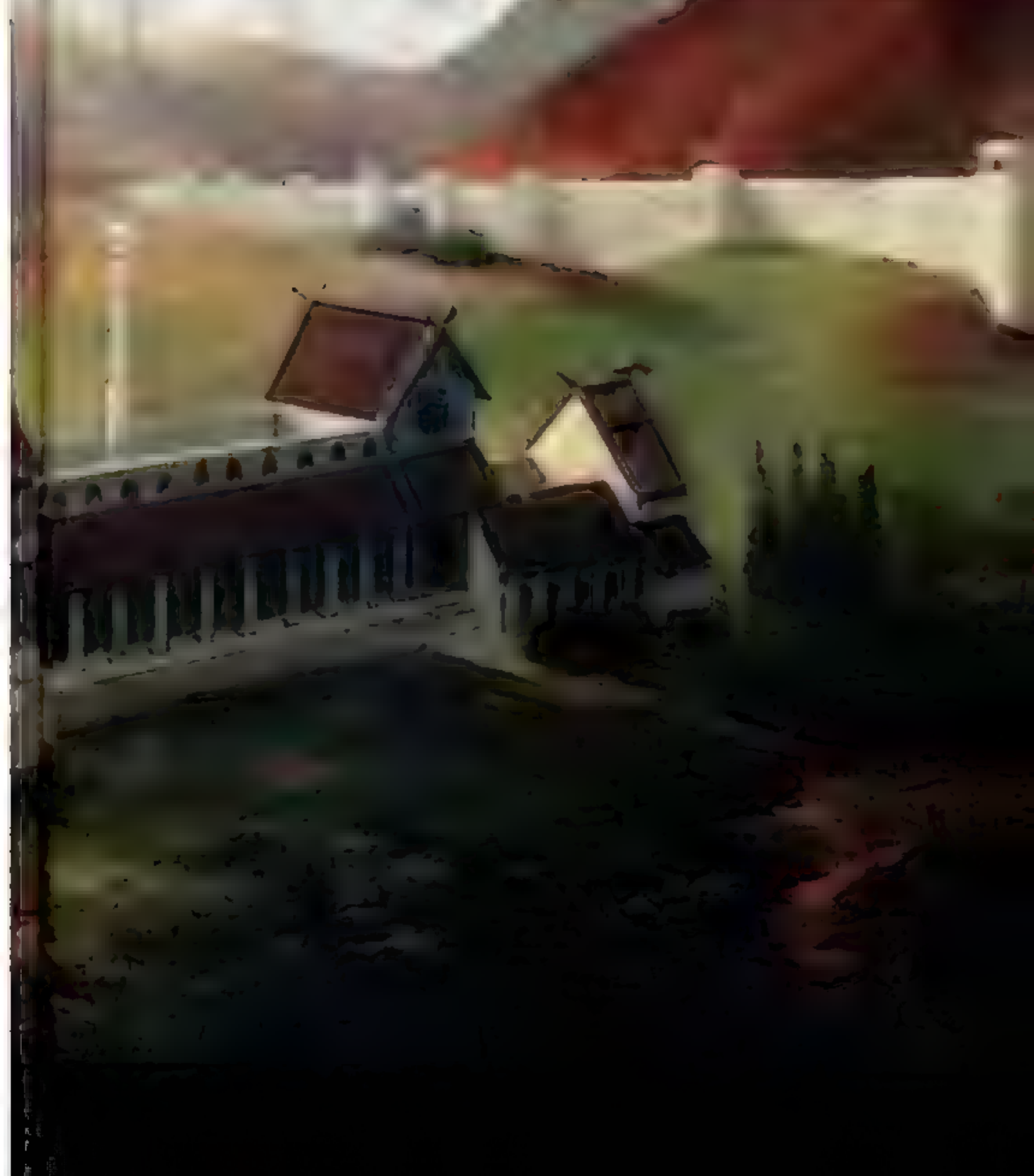


Skill	Cost	Description
Strike	0	Standard move to attack
Running Attack	4	Run across battlefield to attack (reduced damage)
Open Hand	34	Open handed attack that causes heavy damage
Skill	Cost	Description
Heavy Claw	10	Heavy damage attack
Numbing Blows	18	Series of hits causing cold damage, reduces movement and initiative.
Heavy Strike	40	Heavy damage low accuracy attack
Skill	Cost	Description
Combo Attack 1	4	Two hit attack, slow speed.
Combo Attack 2	8	Three hit attack, slow speed
Combo Attack 3	16	Four hit attack, slow speed.
Combo Attack 4	36	Five hit attack, slow speed
Skill	Cost	Description
Cry of Anger	0	Increase attack damage for several turns
Defend	0	Give up turn to reduce damage until next turn.
Back Off	20	Immediately attack the next opponent that walks near.
Fearsome Yeti	22	Adjacent opponents will retreat
Ice Breath	24	Cold breath that can freeze opponents.
Hibernation	30	Give up turn to regain HP Points.
Smack Back	36	Heavy attack that can knock an opponent back.
Skill	Cost	Description
Affinity Attack 1	4	Attack enhanced by the power of an affinity god.
Affinity Attack 2	10	Mighty attack enhanced by the power of an affinity god. Affinity Attack 1 required.
Affinity Attack 3	20	Mightiest attack enhanced by the power of an affinity god. has added effect. Affinity Attack 2 required.
Affinity Attack 4	36	Summon a servant of an affinity god to attack all opponents. Affinity Attack 3 required.
Skill	Cost	Description
Parry	0	Standard defensive maneuver
Thick Hide	6	Immune to stun
Thick Hide	12	Reduce damage received.
Indomitable Will	19	Immune to root, petrify, blindness and freeze





GLADIUS™



CHAPTER I

NORDAGH



HISTORY

Home of the mighty Barbarians, the land is harsh and rugged, filled with deep forests and snow covered mountains. The culture of the Barbarians has a deep history of magic, and for generations the Barbarian kings have taken serious counsel from the order of Galdr witches who live at the far northern reaches of the kingdom. It also is rumored that some warriors from the kingdom have been granted strange powers.

Nordagh fought for many years with Imperia, losing large amounts of lowlands to them. The harrowing events of the Great War finally stopped Imperia's northern advance. Imperia's army pulled back and a huge earthen wall, some 40 miles long was erected at the border of the two kingdoms. A strained truce has existed between the two lands for the past few decades, and trade between them is just beginning.

Nordagh's involvement in the gladiator games has been increasing in recent years and the people of both lands have become more comfortable with their "peaceful" co-existence. But a simmering antagonism still exists for many northerners who wait for the day that Imperia will return to his violent past.



CONTEST OF THE FREE PEOPLE

This league serves as an introduction to many of the special battles in Gladius, where the objective is earning points instead of killing your opponents. The Vandal Battle is all about destroying more barrels than your opponents. Since barrels have a decent amount of Hit Points, they take a few hits before they go down. Support characters like Gungnirs can take advantage of this by targeting distant barrels that your opponents have whittled down, stealing the point.

The Rival Nations battle here is easy, since if you hold the three lowest crates (after your Gungnir takes a higher post) you'll be blocking the only route to your statue. Your foes will have to try to punch through your defenders, who will be at a significant height advantage. The Points Battle will require all your standard type-matching and facing tricks, as well as a few new ones. Since the game doesn't care who you're doing damage to, you can score a ton of points by hurling an Exploding Avelins

GLADIUS CERTIFICATION

000000 1-2-3-4-5

Req: 10% 1 2 3 4 5 None
 Prize: 1 2 3 4 5 100-300D Name: Nordicgale Tailcoat
 Prize: 1 2 3 4 5 N/A Name: N/A

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Certification 1	(1)	0D	2 2	100-300D	N/A	None	
Certification 2	(1)	0D	2 2	100-300D	N/A	None	
Certification 3	(1)	0D	2 2	100-300D	N/A	None	
Certification 4	(1)	0D	2 2	100-300D	N/A	None	
Certification 5	(1)	0D	1 2	0D	N/A	None	
Final Exam	(5)	0D	2 3	100-300D	N/A	None	

LEAGUE OF REDEMPTION

000000 1-2-3-4-5

Req: 10% 1 2 3 4 5 None
 Prize: 1 2 3 4 5 100-400D Name: Main Gauche
 Prize: 1 2 3 4 5 750-2250D Name: Stick, Franciska, Stone Arm, Leg Brace

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Atonement 1	(1)	0D	3 3	100-300D	500-1500D	None	
Atonement 2	(2)	0D	3 4	200-500D	500-1500D	None	
Atonement 3	(3)	0D	2 3	100-300D	500-1500D	None	

CONTEST OF THE FREE PEOPLE

0000000 1-2-3-4-5

Req: 15% 1 2 3 4 5 None
 Prize: 1 2 3 4 5 700-900D Name: Pop Popper Badge, Banded Cudgel, Ring of Pangs, Honeybush
 Prize: 1 2 3 4 5 1000-3000D Name: Pop Popper Badge, Horn Hammer, Night's Guardian, Ring of Pangs, Honeybush

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Vandal Battle	(2)	25D	3 3	100-300D	500-1500D	None	
Rival Nations	(2)	25D	4 4	100-300D	500-1500D	None	
Freedom Fight 1	(3)	25D	3 3	100-300D	500-1500D	None	
King of the Hill	(3)	25D	3 3	100-300D	500-1500D	None	
Freedom Fight 2	(2)	25D	4 4	100-300D	500-1500D	None	
Points Battle	(4)	25D	4 4	100-300D	500-1500D	None	

LIGHTNING CIRCUIT

0000000 1-2-3-4-5

Req: 25% 1 2 3 4 5 None
 Prize: 1 2 3 4 5 100-900D Name: Iron Buckles, Hand Axe, Patched Cape, Spiculum
 Prize: 1 2 3 4 5 1000-3000D Name: Wooden Shield, Fur Hat, Mountain Lion Hide, Bortane

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Thunderhead 1	(2)	25D	3 3	500-2500D*	500-1500D	Light and Support Only	
Thunderhead 2	(2)	25D	2 2 2 2	500-2500D*	500-1500D	Light and Support Only	
Lord of the Clouds	(2)	25D	2 2 2	100-300D	500-1500D	Light and Support Only	
Thunderhead 3	(2)	25D	3 3	100-300D	500-500D	Light and Support Only	
Thunderhead 4	(2)	25D	3 3	100-300D	500-1500D	Light and Support Only	
Fast Money	(2)	25D	3 3	100-300D	500-1500D	Light and Support Only	

*Additional prizes: Quaddara, Death's Head Cup, Hooded Cloak, Cudgel



Circle of Elites

100-750-4000

Req: 10% 10% 10% 10% 10% Circle Qualification

Price: 100-400D Item: Fluch Circle 1, Location, Witcher Shield

Price: 100-400D Item: Fluch Circle 2, Babbar, Heavy Mallet, Splendid Round Shield

Battle Name	Points	Entry Fee	Teams (VS)	Price (Ursula)	Price (Valens)	Requirement / Restriction
Points Battle	(1)	500	2 2 2 2	300-600D	1000-2000D	None
Basic Battle	(1)	500	3 3	300-600D	1000-2000D	None
Rival Nations	(1)	500	4 4	300-600D	1000-2000D	None

Circle of Elites

100-750-4000

Req: 10% 10% 10% 10% 10% Mordane Circle 1, Fluch Circle 1, Storm Forest Circle 1, Vesper Circle 1

Price: 100-400D Item: Fluch Circle 1

Price: 100-400D Item: Fluch Circle 2

Battle Name	Points	Entry Fee	Teams (VS)	Price (Ursula)	Price (Valens)	Requirement / Restriction
Points Battle	(1)	200D	2 2 2 3	100-300D	500-1500D	None
Basic Battle	(1)	200D	4 4	1000-2000D	1200-2400D	None
King of the Hill	(1)	200D	4 4	300-900D	1700-2400D	None

Circle of Elites

into a crowd of foes and allies alike Ursula players probably won't have enough light and support types to clear the Lightning Circuit league on their first visit to Fluch, but if you have both a Bandit and a Gunghir you can enter the Thunderhead 2 fight and earn an unusually fat purse. It's an easy fight, too—with four teams on the field, you can hang back and let the other three teams kill each other. When you have the right units, make sure to do some looting in the Fast Money battle as well.

You won't be able to enter the Circle of Elites Tier 1 league until you've earned the Circle Qualification badge at Roanor, and you won't be able to enter the Circle of Elites Tier 2 league until you've cleared all the Tier 1's. Note that these leagues are optional; when you have a third light or support character you can come back to clear the Lightning Circuit and unlock the tournament without setting foot into the Circle of Elites.

Entry Fee: 200D

Teams (VS): 4 vs 4

Ursula

Price: 500-1500D

Items: Maul, Carol Leather Shield, Swifto

Valens

Price: 2000-4000D

Items: Fuscina, Heavy Round Shield, Ring of Funga, Laugut



ROANOR

Valens: This is where Valens' quest begins in Nordagh. Before you can explore Nordagh further, you'll need to earn the Nordagh Talisman in a simple 2-on-2 challenge that is exclusive to his quest. After that, you can enter Mixed Pairs and the Circle of Elites Qualifier, or simply be on your way.

When you do leave, you'll come upon Ursula and Jrian, beset by four Gairds just outside of town. Help them win, and they'll lead you to Orin's Keep, where Ursula will join your school. After that, you'll be free to visit the cities of Nordagh in any order you chose.

Name	Classification	PRM	SNAG
Alorgh	Barbarian	350	100
Beln	Bandit	1000	200
Cairin	Bandit	1100	250
Casides	Gungir	1000	200
Deireann	Bandit	750	100
Grim	Barbarian	950	200
Kayne	Gungir	750	100
Lament	Gungir	850	175
Shivawn	Barbarian	1200	250
Zed	Bear	2000	400

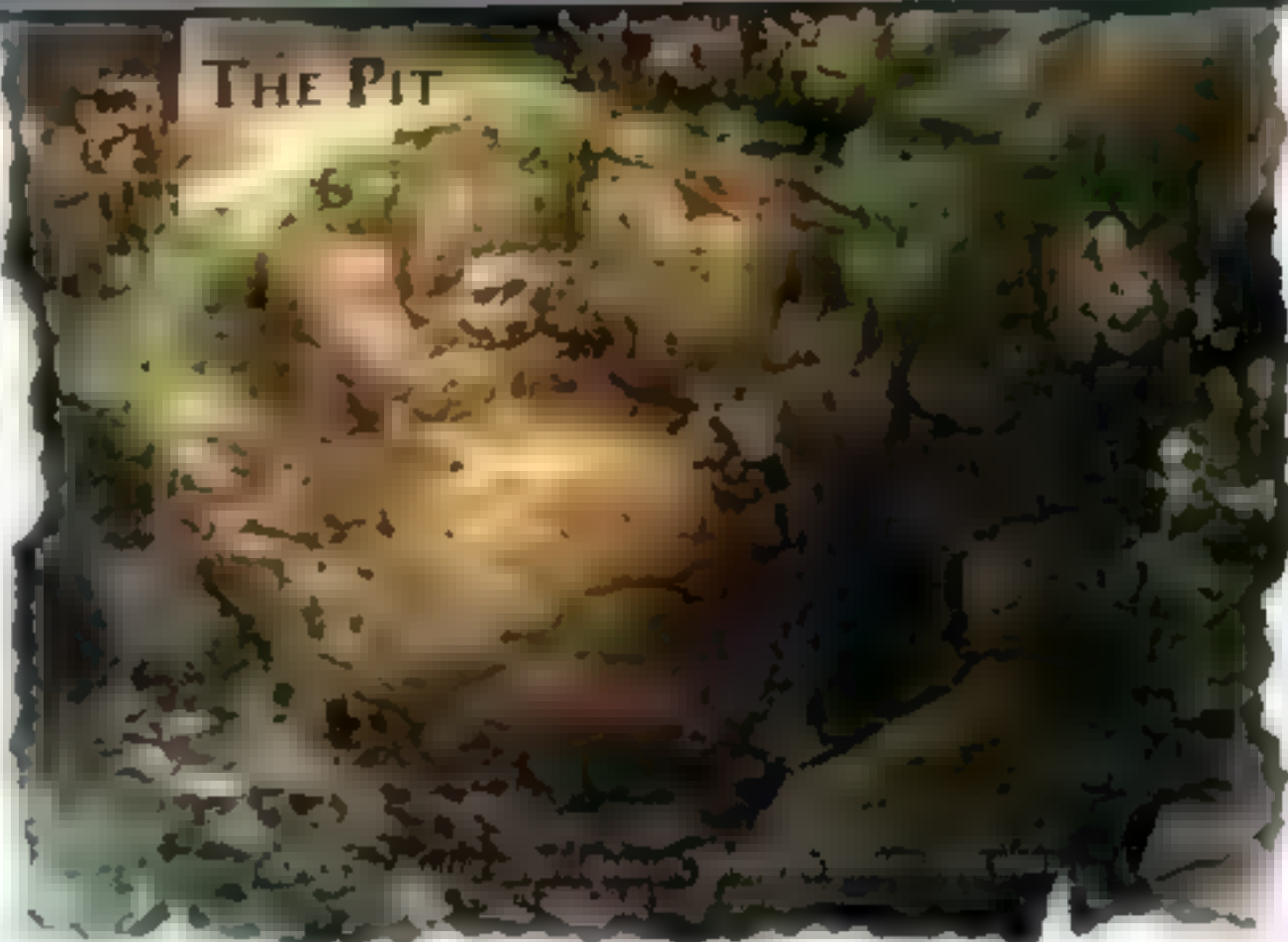
NOTE: Cost is per recruitable character level.

PRM=Cost for permanent recruitment
SNAG=Cost for single battle

Ursula: The Mixed Pairs and Circle of Elites Qualifier are your only options here. All the other leagues will require the Kingdom Open Badge, which you must earn in King Orin. Before you head there, pop into the Recruiting Office, where you may find a Bear named Zed that would make a fine recruit. (You'll have other opportunities to recruit bears in Sloan Forest.)

General: From time to time, you'll run into a man with a cart just outside of Roanor, near the bridge to King Orin. This is the only place in Nordagh where you can buy a wide variety of accessories.

THE PIT



STEALING ACCESSORIES

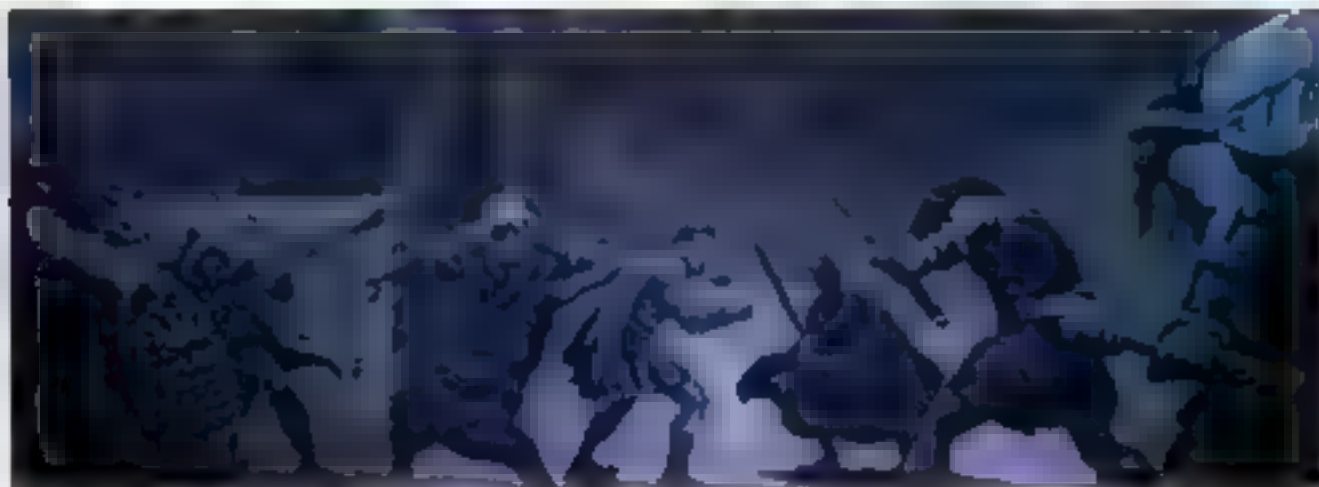
There's a little trick Ursula will be able to start doing in the recruitment office here. Keep an eye out for low-level Barbarians like Grim and Shivawn that have an affinity power of 10 or higher in both offense and defense. That's a giveaway that the character has a rare affinity-boosting accessory, which perhaps Jrian or Ursula might enjoy. If you'd like to steal it "permanently" recruit them, unequip all their items, and expel them from your school (or keep them around, if you prefer). You can usually recoup the recruitment cost by selling the items they have equipped, and keep the runestone accessory for your own use. If you want to get really brazen, you can make a habit out of saving your game and searching the inventories of all the characters in all the recruitment offices.



ROANOR HISTORY

Roanor is on one side of the Nordagh Imperia wall, while Belfort is on the other. After the war people who wanted to be in Imperia began waiting at the Nordagh side of the wall, but eventually they just settled there and founded a city. Some residents now make money by smuggling items from Imperia, while others serve in the army to protect Nordagh from Imperia.





LEAGUE STRATEGY

THE MIXED PAIRS LEAGUE

Ursa and Jrian work well as a "couple" (creepy as that may be) but at times you'll want to mix things up with characters from your bench instead. Most of the foes here are medium and light types, like Barbarians, Berserkers, and Bandits, but occasional Samnites can be a dangerous surprise. If you see a heavy type character, bring in the light types, or back out and make the computer randomly choose a new foe. In the first few fights, you'll have the opportunity to choose a starting position that lets you immediately surround and take out one of your opponents, so don't miss the opportunity to tilt the odds in your favor.

THE CIRCLE OF ELITES



The Circle of Elites is an entirely optional side quest that will probably require about ten hours to complete. It all starts here in Roanor; victory in the Circle of Elites qualifier will open up Circle of Elites Tier 1 tournaments in Fluch, Mordare, Vargen, and Sloan Forest. Clear all those, and you can enter the Tier 2 tournaments in the same towns. Once you've added the Tier 2 badges to your collection, you'll be eligible for the Tournament Championships in Orin. The qualifier here will give you a good idea of what to expect from the rest of the Circle of Elites leagues. In general, you'll be competing in a variety of games like King of the Hill and Vanda Battles. Instead of standard battles. Your foes will usually be a level or two above you, but clever

NORDAGH TALISMAN

Req: 0% 0% 0% 0% 0% 0% None

Prize: 100-300D Item: Nordagh Talisman

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Usual)	Prize (Valens)	Requirement	Restriction
-------------	--------	-----------	-----------	---------------	----------------	-------------	-------------

Talisman Challenge	1	0D	2-2			None	
--------------------	---	----	-----	--	--	------	--

POIN'S BATTLE

Req: 0% 0% 0% 0% 0% 0% None

Prize: 100-300D Item: Circle Qualification

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Usual)	Prize (Valens)	Requirement	Restriction
-------------	--------	-----------	-----------	---------------	----------------	-------------	-------------

Poin's Battle	1	100D	2-2	100-600D	1000-2000D	None	
King of the Hill	2	100D	2-2	100-600D	1000-2000D	None	
Basic Battle	3	100D	2-2	100-600D	1000-2000D	None	

MIXED PAIRS

Req: 0% 0% 0% 0% 0% 0% None

Prize: 100-300D Item: None

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Usual)	Prize (Valens)	Requirement	Restriction
-------------	--------	-----------	-----------	---------------	----------------	-------------	-------------

Play Together	1	50D	2-2	100-300D	500-1500D	Human: 1 Male, 1 Female	
Stay Together	1	50D	2-2	100-300D	500-1500D	Human: 1 Male, 1 Female	
Live Together	2	50D	2-2	100-300D	500-1500D	Human: 1 Male, 1 Female	
Die Together	2	50D	2-2	100-300D	500-1500D	Human: 1 Male, 1 Female	

LAST ONE STANDING

Req: 0% 0% 0% 0% 0% 0% Kingdom Open Badge

Prize: 100-300D Item: Flamingo, Banded Shield, Jackal Pel

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Usual)	Prize (Valens)	Requirement	Restriction
-------------	--------	-----------	-----------	---------------	----------------	-------------	-------------

King of the Hill	1	100D	1-1-1	100-300D	500-1500D	None	
Survival	2	100D	1-1-1	200-600D	500-1500D	None	
Points Battle	3	200D	1-1-1	500-1500D	1000-3000D	None	

ONE AGAINST MANY

Req: 0% 0% 0% 0% 0% 0% Kingdom Open Badge

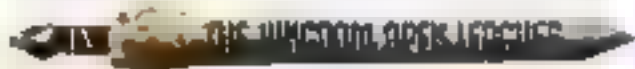
Prize: 100-300D Item: None

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Usual)	Prize (Valens)	Requirement	Restriction
-------------	--------	-----------	-----------	---------------	----------------	-------------	-------------

Endurance Series		500D				None	
Stage 1	1		1-1	100-300D	500-1500D	None	
Stage 2	1		1-1	200-600D	500-1500D	None	
Stage 3	1		1-1	500-1500D	1000-3000D	None	

strategists should be able to claim victory by outsmarting their opponent.⁵

In the quarter, the Points Battle should be easy if you're good at type matching and scoring crits, and the Basic Battle is on terrain that lends itself well to Gungnir sniping. For King of the Hill, you have the option of placing a unit one square in front of the hill (in the dead center of the map), so pick your heartiest unit to take and hold the hill, and a Bandit to backstab your opponents when they try to stop him.



After earning the Kingdom Open badge in Orin, you'll be able to enter the Last One Standing, The Duel, and One Against Many leagues. All three have one thing in common, they're for one character only. **The Duel** is the easiest of the fights, since type matching and terrain advantages should lead to fairly easy victories.

In **Last One Standing**, you can usually play defensively and let your opponents kill each other in the Survival battle. This King of the Hill is difficult, though; since the other three will always attack the "king", no one stays on the hill for long. Let your opponents take the hill and die, gaining a few points each, and then take your turn near the end when the opposition is weakened and the point values double.

Final y, there's **One Against Many**. Pick a strong character with good combos and good Affinity Attacks to enter, and equip him or her with the best gear money can buy. In the first two waves, alternate between combos and affinity attacks to dish out the maximum damage possible. The Greater Bear in Round 3 is virtually impossible to beat, but you only need two battle points to earn the cup anyway.

Rep: 5% Kingdom Open Badge
 Price: Item: Flamberg, Far Hat
 Price: 500-5500 Item: Flamberg, Far Hat

Battle Name	Points	Entry fee	Teams(VS)	Prize (Ursula)	Prize (Valens)	Prohibited
Duel 1	1)	500	1:1	100-3000	500-15000	Arcane & Support
Duel 2	1)	1000	1:1	200-6000	1000-30000	Arcane & Support
Duel 3	2)	1000	1:1	200-6000	1000-30000	Arcane & Support
Duel 4	3)	2000	1:1	500-15000	1000-30000	Arcane & Support

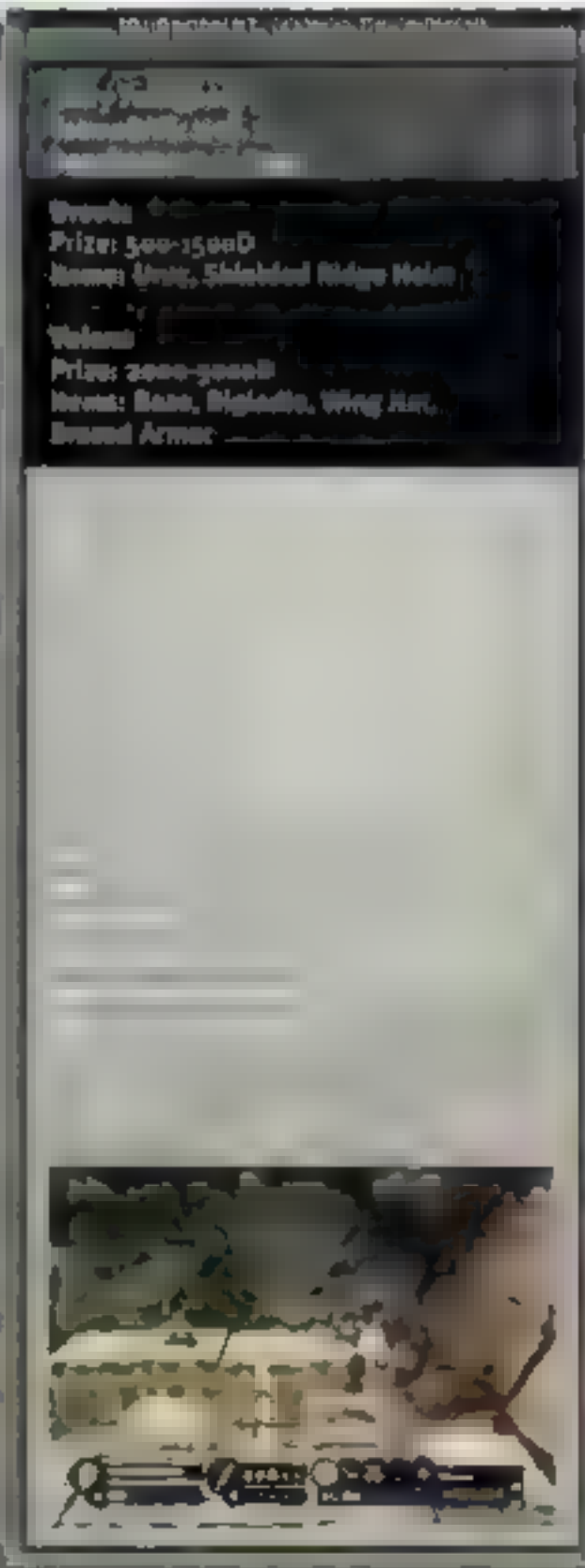
100% 00:00:00 333333

Req: 0 00% 00:00:00 00:00:00 Name: Name

Price: 0 00% 00:00:00 00:00:00 Name: Name

Price: 0 00% 00:00:00 00:00:00 Name: Name

Battle Name	Frequency	Level	Prize	Requirement / Restriction
Basic Battle	(1)	1000D 2 2	2000-6000D	None
Basic Battle	(1)	1000D 2 2	2000-6000D	None
Basic Battle	(1)	1000D 2 2	2000-6000D	None





LEAGUE STRATEGY

Kingdom Open League

There are a few interesting battles in this league. Tax Relief in particular should not be missed, what's not to love about looting treasure chests while the two other teams attack each other? You'll find a few grand worth of weapons here, including many that are hard to find in the local shops.

This league will probably also be your first experience with a Dominance battle. Divide your guys into two teams of two, one who holds the hot spot (ideally a Gungnir) and another who defends them. Use quick drops and spread them out, and you should be able to take two of the three hot spots without much trouble.

Midtop Kingdom and Dominance are easy wins since you can position your characters

to give your team a major advantage. In Midtop Kingdom from the lower left corner of the placeable area, go two squares to the right and three squares up to find the top of the hill. Drop a character there and you'll be "king" from the get go. You can't start directly on the hot spots in Dominance, but you can start near them, they're in the top middle and the two lower corners.

League of Barbarians

Tired of Berserkers, Barbarians, and Gungnirs yet? Well, that's all you'll find here. Ursula and Jean will do well here, but to complete this league you'll need another pair of Nordagh natives. These include Barbarians, Gungnirs, Satyrs, and Mongrel Shamans. You can either rely on the favorable type match-ups to best your

(continued on page 64)



There's no place like home! Head due west across the bridges to get from Roanor to Orin, where you can enter the Kingdom Open league and earn the badge that will unlock the rest of the Roanor leagues. This is also the home of the Circle Championships and the Nordagh Regional Championships, but those won't come into play for a while. For now, focus on earning the Kingdom Open Badge.

Orin's Recruitment Office will probably be the first place you see recruitable Berserkers. If you're a desperate for another light unit, you might want to give them a shot, but they're not one of the stronger light gladiators in Nordagh.

CHARACTER RECRUITMENT

Name	Classification	PRM	SNG
Brian	Gungnir	1000	200
Cass	Gungnir	750	200
Darys	Gungnir	1050	225
Fearghall	Barbarian	1000	600
Hald	Berserker	1000	200
Kael	Berserker	900	200
Merna	Barbarian	1000	200
Shoyaa	Barbarian	600	300
Tedgh	Berserker	750	75
Ullian	Barbarian	950	150

NOTE: Cost is per recruitable character level.

PRM=Cost for permanent recruitment
SNG=Cost for single battle

SHOP CLIENTS PROGRAM

1000 750 1050 1000 900 1000 600 1000 750 950

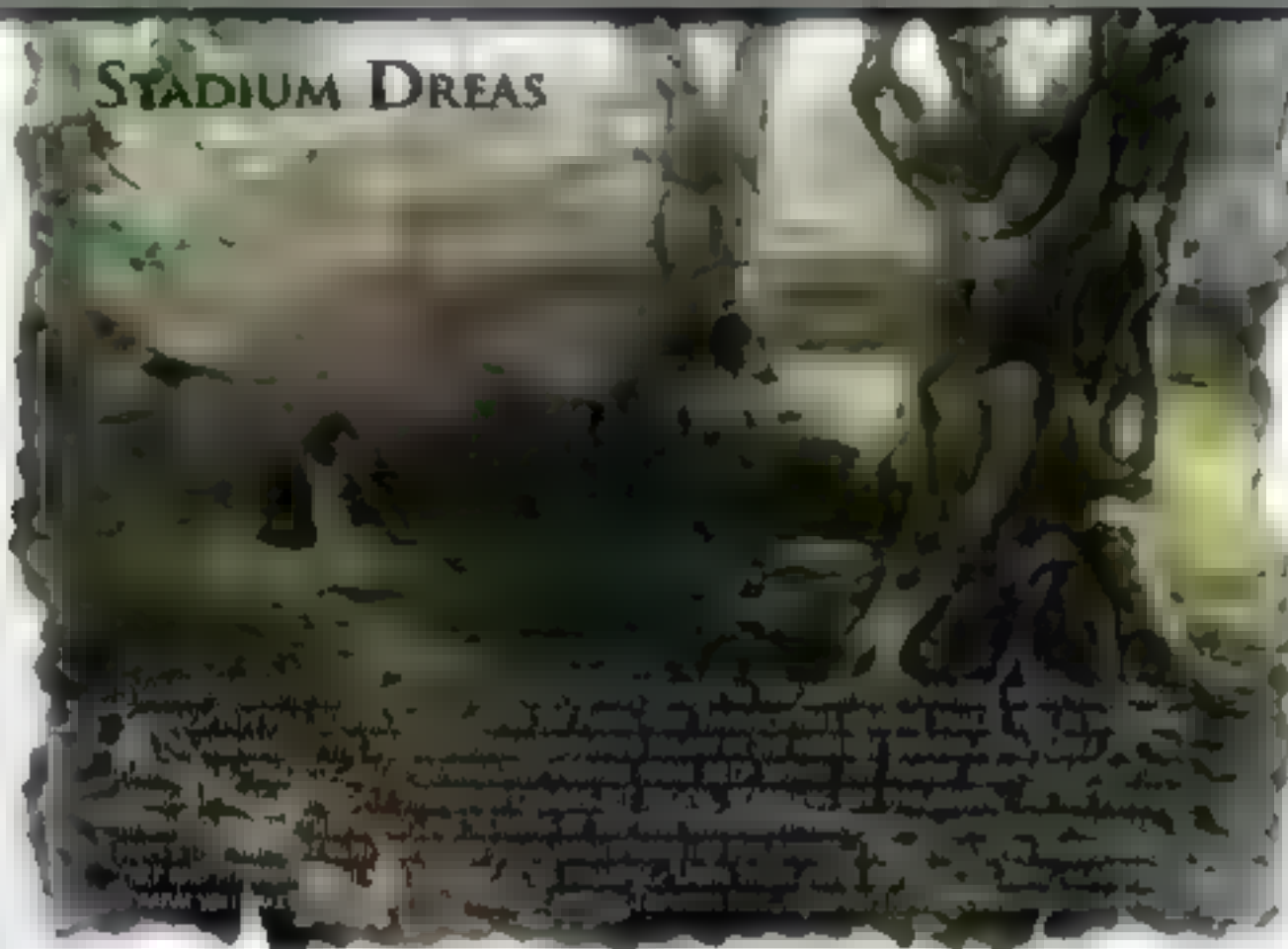
ORIN HISTORY

Built years ago by the past Barbarian Kings of Nordagh, Orin's Keep was originally a training ground for the King's most elite warriors. But as the gladiator games grew in popularity the camp also began to house the King's own gladiator school. Now that it is a time of peace, the Keep is primarily focused on training gladiators.

There isn't much of a town here; everything around these parts is just to support the king and the royal family. The royal family and the king's court stay within the castle walls, while the servants, the guards, the cooks, the blacksmiths, and all the rest of those not lucky enough to be on the inner circle stay in a village in the nearby woods.

SLOAN FOREST

STADIUM DREAS



LEAGUE STRATEGY

DREAS OPEN LEAGUE

The Sylvan Skirmish battle of the Dreas Open League always features a pair of Galdrs on your opponent's side. Galdrs specialize in spells that boost their teammates, but aren't too effective by themselves. So focus your attacks on their defenses and save the Galdrs for last. The Galdrs are very good at dodging, so when it's time to hunt them down you'll want to rely on accurate attacks and always go for critical hits.

After the Sylvan Skirmish you'll be able to enter the other leagues, but you might as well finish off the Dreas Open League. Standard tactics will be effective in Point-to-Point and Rival Nations, but the King of the Hill battle is a little unusual. There are

four paths up the hill, and you'll want to secure two of them. That way you'll have a good chance of taking the hill when the "king" dies, and you can prevent your own king from being surrounded once you do

PREPARING THE BATTLE

The three leagues that are unique to Stadium Dreas all revolve around beasts. You'll need at least two beasts of your own to enter the Man and Beast league, but anyone can enter the short but deadly To The Wolves and Fight the Bear leagues.

Bears are resilient fighters that only heavy gladiators can easily punch through, so Valens will want to register a roster of Centurions and Samnites in the Fight the Bear League. Ursula will have a difficult time with this league, since heavies are so



Southwest of Roanor you'll find Sloan Forest, where you'll meet the Galdr in combat for the first time. They appear in the first battle of the Dreas Open League, which you must complete before the other leagues open up.

There are a lot of interesting recruitment opportunities here. Bears and Wolves are easy to find, and you may need to recruit one or two in order to meet the entrance requirements of certain leagues. You can also find Satyrs, hard-drinking night-type utility characters that are beloved by audiences everywhere, and Mongrel Shamans, who are underpowered but interesting arcane-type gladiators.

CHARACTER RECRUITMENT

Name	Classification	PRM	SNG
Badud	Mongrel Shaman	1000	100
Bevan	Satyr	825	100
Burl	Bear	900	100
Leontas	Satyr	750	100
Mundar	Wolf	800	100
Nevealis	Bear	950	100
Odin	Wolf	900	125
Quinn	Satyr	1100	100
Sho	Satyr	750	150
Snag	Mongrel Shaman	1000	125

NOTE: Cost is per recruitable character level.

PRM=Cost for permanent recruitment
SNG=Cost for single battle

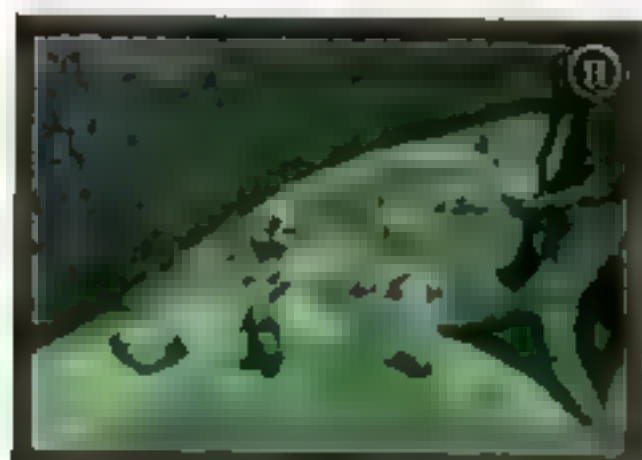
INFO: RECRUITMENT HINT

SLOAN FOREST HISTORY

The Sloan Forest is always the first image to come to mind when speaking of Nordagh. Shrouding more than a third of the region with dense covering of trees, the Sloan Forest is the home of the Galdr witches, and therefore, much intrigue. There are hundreds of settlements throughout the forest, including the King's hunting residence, but nothing big enough to be considered a proper city.

The forest has small rivers and creeks flowing throughout, with watermills and canals supplying homes with constant fresh water. Just inside the forest lies Stadium Dreas, a favorite arena in Nordagh.





rare in Nordagh. If you don't have near the Yeti yet, you may want to pass on this league until after you recruit him in Vargen.

The wolves in To The Wolves will always strive to surround a single foe and slaughter them with non-stop Group Attacks, a skill that allows each adjacent Wolf to get a free hit when one gets a shot in. The key to countering this deadly strategy is positioning. In Wolf Battle 1, fall directly back to the arena wall where there's an alcove with only three squares. Position your characters at either side, backs to the wall, with an empty spot between them. This will force one wolf to move into the surrounded square between you, where you can quickly eliminate him with deadly combos. After that, your combatants can engage the remaining wolves one on one.

There's an even better spot in Wolf Battle 2 where you start on top of the hill. Have two beaters stand diagonally to each other beside the tower tree, with a character who can hit diagonals (like a spear-wielding Bardit) in between. This will force the Wolves to line up to get slaughtered three-on-one in the single square left to them.

TOUCHDOWN! COOPERATION

Entry Fee: 500D

Prize: 200-500D

Items: None

Requirements: None

Prize: 500-1500D

Items: None

TOUCHDOWN! COOPERATION

Entry Fee: 500D

Prize: 200-500D

Items: None

Requirements: None

Prize: 500-1500D

Items: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Sylvan Skirmish	(1)	100D	4 4	200-500D	500-1500D	None	
King of the Hill	(1)	100D	3 3 3	100-300D	500-1500D	Req: 3 and higher	
Points Battle	(1)	100D	2 2 2 2	100-300D	500-1500D	Req: 3 and higher	
Rival Nations	(1)	100D	4 4	100-300D	500-1500D	Req: 3 and higher	

TOUCHDOWN! COOPERATION

Entry Fee: 500D

Prize: 200-500D

Items: None

Requirements: None

Prize: 500-1500D

Items: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Bear Battle 1	(1)	100D	2 2	200-500D	500-1500D	Req: 3 and higher	
Bear Battle 2	(1)	100D	2 2	200-500D	500-1500D	Req: 3 and higher	
Bear on the Hill	(2)	100D	3 3	100-300D	500-1500D	Req: 3 and higher	
Dominating Bears	(2)	100D	3 3	200-500D	500-1500D	Req: 3 and higher	
Bear Battle 3	(3)	100D	2 1	200-500D	500-1500D	Req: 3 and higher	

TOUCHDOWN! COOPERATION

Entry Fee: 500D

Prize: 200-500D

Items: None

Requirements: None

Prize: 500-1500D

Items: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Rival Nations	(1)	200D	4 4	100-300D	500-1500D	Req: 2 Human, 2 Beast	
Interspecies Effort 1	(1)	200D	4 4	200-500D	500-1500D	Req: 2 Human, 2 Beast	
Points Battle	(2)	200D	2 2 2 2	200-500D	500-1500D	Req: 1 Human, 1 Beast	
Interspecies Effort 2	(2)	200D	2 2 2 2	200-500D	500-1500D	Req: 1 Human, 1 Beast	
King of the Hill	(3)	200D	3 3 3	100-300D	500-1500D	Req: 1 Human, 2 Beast	

TOUCHDOWN! COOPERATION

Entry Fee: 500D

Prize: 200-500D

Items: None

Requirements: None

Prize: 500-1500D

Items: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Wolf Battle 1	(1)	100D	2 3	200-500D	500-1500D	Req: 3 and higher	
Wolf Battle 2	(2)	100D	3 5	200-500D	1000-2000D	Req: 3 and higher	
Wolf Battle 3	(3)	100D	3 4	200-500D	500-1500D	Req: 3 and higher	

TOUCHDOWN! COOPERATION

Entry Fee: 500D

Prize: 200-500D

Items: None

Requirements: None

Prize: 500-1500D

Items: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Dominance	(1)	200D	2 2 2 2	200-500D	500-1500D	Req: 4 and higher	
King of the Hill	(1)	200D	3 3 3	300-600D	1000-2000D	Req: 3 and higher	
Rival Nations	(1)	200D	4 4	100-300D	500-1500D	Req: 3 and higher	

TOUCHDOWN! COOPERATION

Entry Fee: 500D

Prize: 200-500D

Items: None

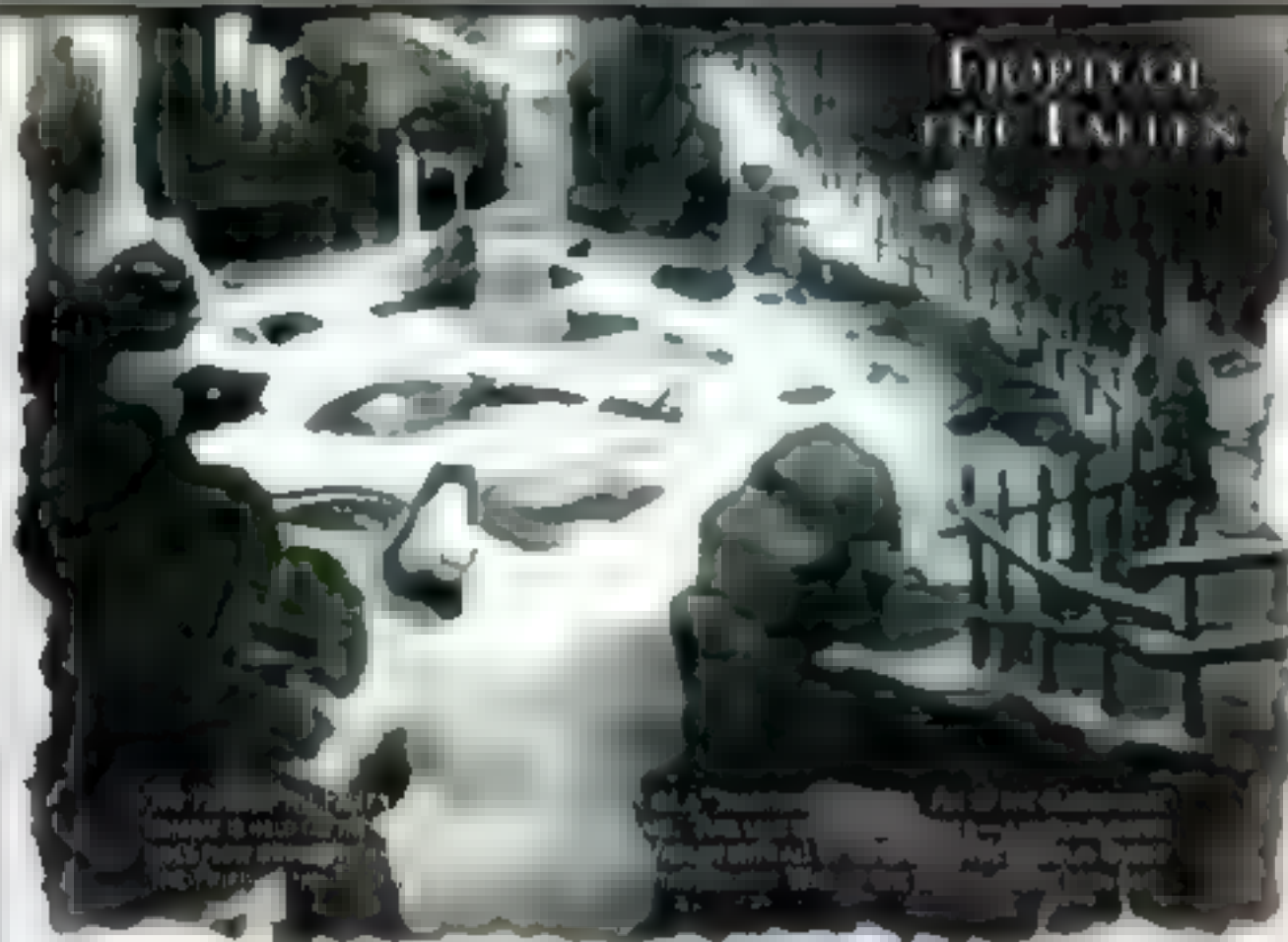
Requirements: None

Prize: 500-1500D

Items: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Points Battle	(1)	200D	2 2 2 2	100-300D	500-1500D	None	
Basic Battle	(1)	200D	3 3 3	100-300D	500-1500D	None	
Dominance	(1)	200D	4 4	200-500D	500-1500D	None	

VARGEN



LEAGUE STRATEGY

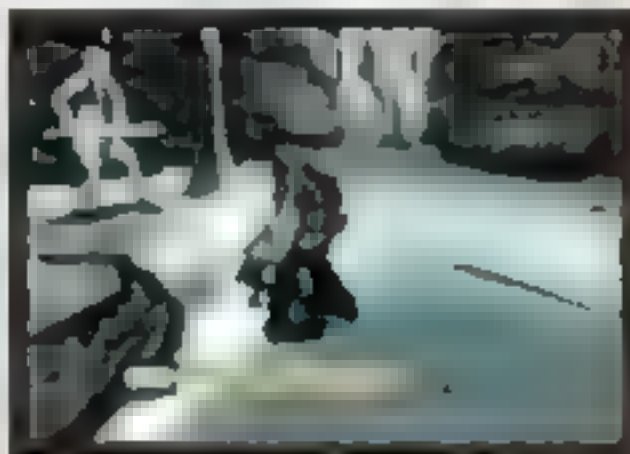
Series fights can be difficult, but you should be a few levels above your opponents in this league. Urjan, Ursula and a Gungnir make the best team, if you've mastered the art of positioning Gungnirs correctly (if the wolves rush her, remember that her Bear Form is very effective against Wolves in melee combat). In early rounds, keep Urjan and Ursula close together so they can reap the benefits of Older Brother and Sibling Rivalry, but space them out against the Greater Wolf in the final round, since she has the ability to hit two adjacent characters in one swing. That final battle can be rough if you've been heavily damaged in the early rounds, but you only need to beat the first two to conquer this league.



TRIAL OF THE ELDER

If I were a Yeti, I'd insist on fighting Ursula too; as a medium character, she's at a significant type disadvantage against the heavy Yeti in the final battle. Fortunately, you can choose your roster in the first two battles, so load up on light gladiators and Gungnirs, who can get a few free turns worth of attacks as the Yeti lumber over. In Ursula's final one-on-one fight, taking the high ground is the only way to overcome the type mismatch, so claim it at all costs.

As an additional prize for winning this league, you'll be able to recruit the Yeti for free! As the only heavy gladiator in Nordagth, he's a must recruit for Ursula players. Don't forget to equip your Bear Tooth prize in his accessory slot, and make him even deadlier. (continued on page 68)



You'll find the icy town of Vargen north of Sioan Forest. You must defeat at least the first two battles of the Ahead of the Pack endurance series before the other leagues open up.

In the recruiting office, you'll occasionally run into a Peltast named Agata. The opportunity to recruit an imperia is a rare one for Ursula players, but Peltasts are virtually identical to Gungnirs, and are hardly worth getting excited about. A far more exciting recruit is the Yeti, but he won't be available until you complete the Trial of Elders league.

CHARACTER RECRUITMENT			
Name	Classification	PRM	ENG
Agata	Peltast	750	75
Bruce	Barbarian	750	75
Dermott	Gungnir	1000	100
Dorothy	Gungnir	1000	100
Ergin	Berserker	1500	150
Flot	Berserker	1000	100
Isabel	Wolf	900	90
Koon	Gungnir	900	90
Luna	Wolf	1000	100
Maya	Berserker	900	90
Neil	Barbarian	750	75
Roark	Barbarian	850	85
Sean	Yeti	0	0
Shag	Yeti	0	0

Obtainable after completing the Trial of Sioan.
PRM=Cost in per cent of character level.
ENG=Cost in per cent of character level.

PRM=Cost for permanent recruitment.
ENG=Cost for single battle.

VARGEN HISTORY

Vargen is both an ancient and new city. The top of this mountain was a very spiritual place for the elders of the distant past. The people of Vargen, then called Varghauan, were said to have lived among The Gods. But long ago, man's propensity for violence turned them against The Gods and they were forced off the mountain. Thus began The War of The Giants, which lasted for more than a century. After the war ended, the few humans that remained were given the charge of rebuilding this city in the name of peace between Heaven and Earth.



THE HORDES OF THE NORTH LEAGUE

The Hordes of the North is a difficult series battle, especially for valens players who may not have four good Nordagh recruits (remember, you can always get temporary recruits for the series). This league is primarily Berserkers and Barbarians, with a few Gungnirs thrown in, so you'll want to use primarily medium weight characters. **Leaf the North!** is a great strategy for this league, where h's Maul can score large numbers in the Points Battle. Rival Nations is another easy win, since the enemy team tends to divide its forces between offense and defense. Plant a Gungnir on one of the hills and place the rest of your forces in the center of the arena to meet and eliminate your opponents a few at a time.

TOURNAMENT RECORDS (10/01)

Entry Fee: 500
Prize: 750-1500
Items: Light Wrap, Reinforced Shield, Iron Pendant, Ewer
Valens:
Prize: 2000-6000
Items: Sickle, Reinforced Targe, Confortail, Cured Leather Armor

WOLF OF THE PRIDE

Req: 10%
Prize: 750-1500
Items: Light Wrap, Reinforced Shield, Iron Pendant, Ewer
Valens: 2000-6000
Items: Sickle, Reinforced Targe, Confortail, Cured Leather Armor

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Series		800D					
Wolf Battle 1	(1)		3 3	200-500D	500-1500D	From Nordagh only	
Wolf Battle 2	(1)		1 3 3	200-500D	500-1500D	From Nordagh only	
Wolf Battle 3	(1)		2 3 3	200-500D	500-1500D	From Nordagh only	

HORDES OF THE NORTH

Req: 10%
Prize: 500-1500D
Items: Fur Hat, Lignator, Wolfskin, Flamberg
Valens: 2000-6000D
Items: Horn Hammer, Warlord's Shield, Bronze Helm, Leg Brace

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Series		1000D					
They Come	(1)		4 4	200-500D	500-1500D	From Nordagh only	
Can't Hold Out	(1)		1 4 4	200-500D	500-1500D	From Nordagh only	
How Many Are There?	(1)		1 4 4	200-500D	500-1500D	From Nordagh only	

WOLF OF THE PRIDE

Req: 10%
Prize: 750-1500D
Items: Manna, Wolfskin, Fur Hat, Jaculum
Valens: 2000-6000D
Items: Freedom, Reinforced Targe, Wood Armored Hat, Mountain Lion Hide

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Vandal Battle	(2)	150D	3 3	200-500D	500-1500D	None	
Thin Air 1	(2)	150D	3 3	200-500D	500-1500D	Req 3 and higher	
Thin Air 2	(2)	150D	4 4	200-500D	500-1500D	Req 3 and higher	
Points Battle	(3)	300D	2 2 2 2	100-300D	500-1500D	None	
Rival Nations	(3)	300D	4 4	100-300D	500-1500D	None	
Thin Air 3	(4)	500D	3 3	200-500D	500-1500D	None	

WOLF OF THE PRIDE

Req: 10%
Prize: 750-1500D
Items: Bear Tooth, Stone Club, Horned Club, Lion Tooth

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Basic Trial	(1)	300D	3 2	250-750D	250-750D	Req 3 and higher	
Strict Trial	(1)	300D	2 2	250-750D	250-750D	Req 3 and higher	
Adverse Trial	(1)	300D	1 1	250-750D	250-750D	Restriction: Ursula only	

WOLF OF THE PRIDE

Req: 10%
Prize: 750-1500D
Items: Vargen Circle 1, Dabus, Jaculum, Cured Leather Shield, Dark Band
Valens: 2000-6000D
Items: Vargen Circle 1, Cornilichia, Lacquered Shield, Rimmed Thracian, Brated Armor

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
King of the Hill	(1)	300D	3 3 1	100-300D	500-1500D	None	
Dominance	(1)	300D	2 2 2 2	200-500D	500-1500D	None	
Points Battle	(1)	300D	4 4	100-300D	500-1500D	None	

WOLF OF THE PRIDE

Req: 10%
Prize: 750-1500D
Items: Vargen Circle 2, Heavy Spear, Wooden Shield, Wood Armored Hat, Ringmail Guard

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Ursula)	Prize (Valens)	Requirement	Restriction
Basic Battle	(1)	500D	3 3 3	200-500D	500-1500D	None	
King of the Hill	(1)	500D	2 2 2 2	100-300D	500-1500D	None	
Vandal Battle	(1)	500D	4 4	200-500D	500-1500D	None	

MORDARE



MORDARE'S DEAD



SHOPKEEPER QUEST

Mordare is home to two shopkeeper quests, so make sure to have a lengthy conversation with the proprietor of theagonist before you leave. If you complete the quest he offers, he'll send you to search for Sig, a Galdor who has gone missing. You'll find her about one screen northeast of the city of Roanor, where you'll be pulled into a battle between Sig and a pack of Mongrel Shamans. Don't worry about Sig; she's invincible, so she can dodge enemy attacks all day. So take it slowly, and overtake and eliminate the Shamans one or two at a time. After all, this is a random encounter, and deaths are imminent.

After your victory, return to theagonist where Sig will gift you with the Signet of the Valkyrie and Xandl will

lose in Flamberg and Isenehouse weapons. The Signet of the Valkyrie does nothing by itself, but is the first piece of the puzzle of the Helix Gate side quest (see Secrets).

SHOPKEEPER QUEST II

After you begin the Dead of Night league, Socha will refer your questions about the Living to Xandl. Ask him for advice, listen to his story, then leave, re-enter, and ask him again. He'll tell you about a small hill just south of Fluch, marked with a tombstone, where the dead rise at night.

You know what comes next. When night falls, visit the hill and you'll end up in a battle with a vicious pack of... Tombstones? They're stationary, but far from harmless, as each tombstone can summon its own skeleton warrior. Ignore the skeletons, which will immediately return to life if they (continued on page 70)

Further north of Vargen is Mordare, where you can choose from a number of unusual leagues after you clear the first battle of Test of the Tribes. The Dead of Night is a difficult league, but if you win you'll earn the right to enlist Iainheach, the only recruitable Undead Summoner in the game. If you're doing the Circle of Etes, you can pick up your third Tier 1 badge here and head east to Fluch to get the last one and start on Tier 2. If you're not, you can pick up your last tournament badge and head back to Orm for the Nordagh Championships.

Character	Specialization	Cost	Level
Anika	Beast	975	100
Assassin	Berserker	940	70
Berserker	Berserker	940	100
Cast	Berserker	940	75
Dev	Berserker	940	100
Die Check	Mongrel Shaman	940	100
Raid	Wolf 1000	940	100
Wings	Mongrel Shaman	940	95
Zack	Sage	940	100
Bruba	Mongrel Shaman	940	100

Randomly United Summoner

After completing the Dead of Night league only, Mordare will be your character level.

PRM - Cost for permanent summoner
SMM - Cost for single battle

MORDARE HISTORY

Mordare is a town fraught with intrigue. For hundreds of years, it was known as the humble village of Riwgo, slave to the whims of a giant forest dragon named Mordare, who lived just outside the city walls. Riwgo was founded as a small farming community, but eventually expanded on Mordare's territory. Slowly, the farming community died off and was replaced by dragon hunters, berserkers, and other thrill seekers. These new inhabitants referred to the town only as the home of a dragon. Today, the locals fight among the dried bones of the famous monster's carcass in the very den where it met its untimely demise.





die, and concentrate on the graves themselves. When each tombstone dies, so will its skeleton. We cry will earn you the Talisman of Life badge, which will let you summon undead Legionnaires to join your school at tombstones (you'll find one in Imperia, just south of Catha).

LEAGUE STRATEGY

You'll fight nothing but Berserkers in this league, which should pose no problem for a party with strong medium-type heroes and a Gungnir or two. The only thing that makes the Berserkers dangerous is their Adrenaline skill, which powers them up when they're low on health. It's always a good idea to singe out foes and kill them one at a time, but against Berserkers, that strategy is crucial. If you spread the damage around equally, you risk a bloody reversal when their Adrenaline hits.













PROCESSED BY THE

This league is one of the first where you'll run into a wide mix of types. Heavy, Medium, Light and Support are all well represented here, and in an arena with thin passages and no terrain effects, careful type-matching is the only edge you'll have. The most interesting battle is the Dragon's Hoard; the chests are full of weapons (roughly equal to your level) and small amounts of cash. It's easy enough to send three tough characters to take out the foes while a lone Bandit snags the loot.

TEST OF THE TRIBES







Rep: 0% None Name: _____































Pol:      Name: Chamberlain, Kent, Major, Spencer































Pol:      Name: Francisson, Hicks, Wynn, Upton































Battle Name	Points	Entry Fee	Teams (VS)	Prize (Versus)	Prize (Values)	Requirement / Restriction
Sacred Battle	(1)	100D	3-4	200-500D	500-1500D	Req. L3 and higher
Sacred Battle	(1)	100D	2-3	200-500D	500-1500D	Req. L3 and higher
Sacred Battle	(3)	200D	2-4	500-1500D	500-1500D	Req. L3 and higher

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

















Race:      None: 

Profession:                              

Name:                              



















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















Battle Name	Points	Entry Fee	Teams/Vs.	Prize (Versus)	Prize (Versus)	Requirement, Restriction
Wyrmbelly Brawl 1	(1)	100D	4 4	200-500D	500-1500D	None
Dragon's Hoard	(1)	100D	4 4	200-500D	500-1500D	Required: 3 and Higher
Wyrmbelly Brawl 2	(1)	500D	3 3	200-500D	1000-3000D	Required: 3 and Higher
Vandal Battle	(2)	100D	3 3	200-500D	500-1500D	Required: 3 and Higher
Wyrmbelly Brawl 3	(1)	100D	3 3 3	200-500D	500-1500D	None
Dragon's Fury	(2)	100D	3 3 3	100-300D	500-1500D	Required: 3 and Higher

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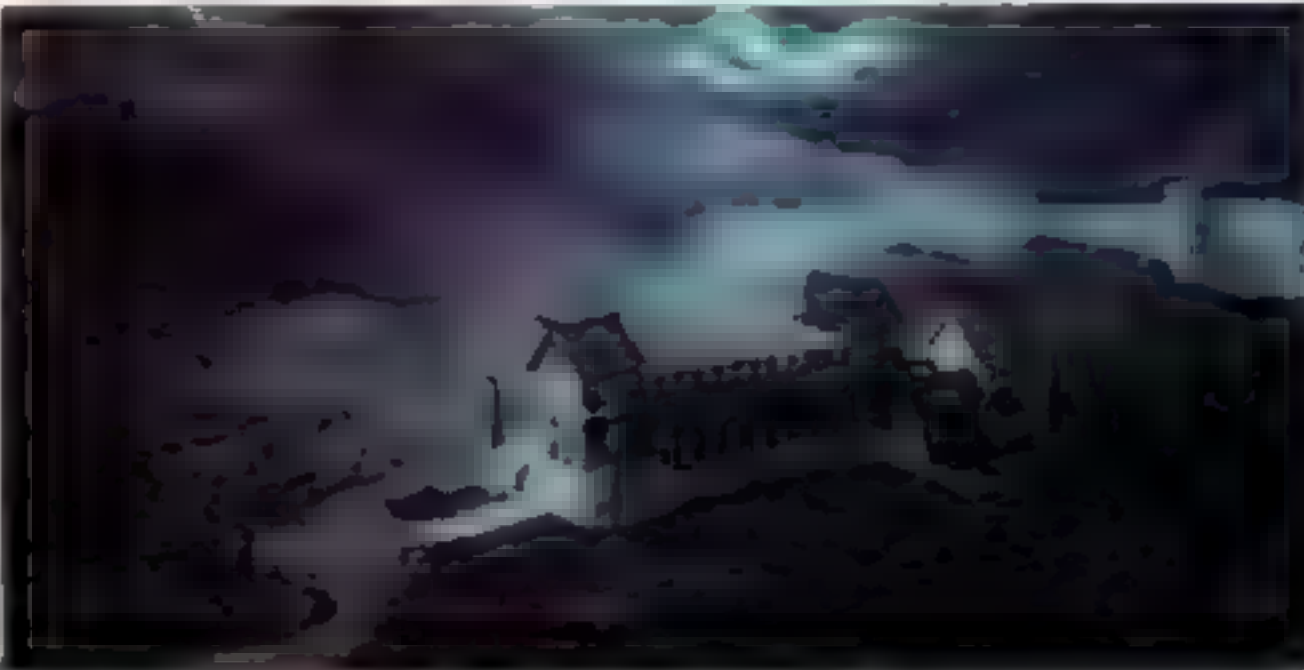
Bear:       Name: _____
 Piglet:       Name: _____
 Pooh:       Name: _____

Beastie Name	Points	Entry Fee	Teams (V5)	Price (Ursula)	Price (Valens)	Requirement	Restriction
Peculiar Pinige	2)	100D	2 2	200-500D	500-1500D	Req: L3 & higher, NoHumans	
Strange Fray 1	1)	100D	3 3	200-500D	500-1500D	Req: L3 & higher, NoHumans	
Strange Fray 2	1)	100D	2 2 2	200-500D	500-1500D	Req: L3 & higher, NoHumans	
Strange Fray 3	1)	100D	3 3	200-500D	500-1500D	Req: L3 & higher, NoHumans	
Strange Fray 4	1)	100D	3 3	200-500D	500-1500D	Req: L3 & higher, NoHumans	
Weird Reckoning	2)	100D	3 3	100-300D	500-1500D	Req: L3 & higher, NoHumans	

謝 謝 謝

Race:                                      

Battle Name	How Many (1-4)	How Often (1-4)	How Many (1-4)	How Often (1-4)	How Many (1-4)
Series	10000	-	-	-	-
Sun's Withdrawl	(1)	4 4	200-500D	500-1500D	Required: 3 and Higher
Midnight	(1)	1 4 4	100-500D	500-1500D	Required: 3 and Higher
False Dawn	(1)	1 4 4	200-500D	500-1500D	Required: 3 and Higher



CHAPTER II

IMPERIA



HISTORY Imperia, the central land in Gladius, extends across the fertile central valley to the golden coast of the Aeon's Sea. During the expansion years Imperia used its large standing army and strong agricultural economy to become the leading government and culture. All trade routes ran through Imperia, and many prospered as Imperial culture extended its reach to its current borders.

The conquering power of Imperia remained unchallenged by all lands except one, Nordagh. This barbarian land from the north fought Imperia to a standstill during the Great War. After the war an enormous wall was constructed to separate the rivals and travel between the lands was regulated. During the peaceful time since the Great War, Imperia's Emperor and the ruling senate re-instituted the national games that pit schools of warriors against one another. So now the great military strength of Imperia is put to use as entertainment.

As of late the other lands across the world of Gladius have begun taking part in the games, and even schools from Nordagh can now be found competing in the Imperial Championships. The fierce competition of the games has entertained the masses and kept the various lands of Gladius in peace for many decades.

PIRGOS

PIRGOS ARENA



SHOPKEEPER QUEST

Listen to Cresus' long, tragic tale of his history, and he'll send you on the "Save Cresus' Father" quest. You'll find his father, Acrisius, in the Saragazei region of the southern Expanse, but that's several chapters away.

PIRGOS HISTORY

Pirgos may seem like a small, old-fashioned agricultural town to outsiders, and for the settlers from Caltha who chose to move there for a quieter existence, this is true. Overall, the city has a very calm and peaceful air about it. But once you delve deeper into Pirgos you find it was founded on a strong sense of the arts and all the finer things in life, gladiatorial combat being no exception. The Pirgos Open Arena is more about showing off your skills than about bloodshed.

LEAGUE STRATEGY



You only need 6 Battle Points here, so you can skip all the Certification matches and go straight to the Final Exam if you already know what you're doing. However, the easy experience you can earn from the Training Battles will put you more than halfway to level 2, so you may want to do them anyway.

To clear the Final Exam, you'll need to take and hold the high ground. Select the highest crates directly before you and you should be able to get to the top before your opponents. Ignore the Centurion as you take out the weaker foes, then have Ludo fall back to lure the Centurion over to Valens, while Valens takes the opportunity to use Empower Self. Even if you lose Ludo, (continued on page 74)

Valens: Your quest begins here in Pirgos, where you'll have to earn your Certification. After that, you're free to leave, but once you take a few steps out of town you'll automatically be marched to Be fort. So if you'd like to squeeze some cash for recruits and some solid experience out of Pirgos, try a few battles in the Civlis league and Pirgos Commisus before you head to the World Map.

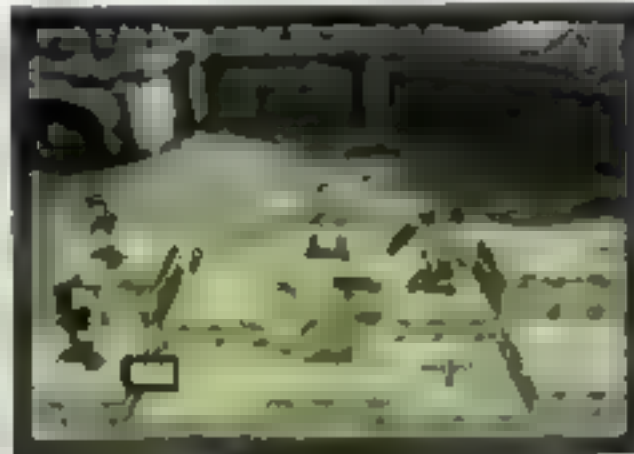
CHARACTER RECRUITMENT			
Name	Classification	PRM	SNM
Anatola	Channeler	1000	100
Artemij	Bandit	1000	200
Barboston	Channeler	1000	200
Bryer	Bandit	1000	100
Chryseida	Bandit	1000	100
Brooks	Centurion	1000	100
Galle	Legionnaire	1000	100
Katro	Peltast	1000	100
Quirina	Peltast	1000	100
Senwacy	Secutor	1000	100
Sylwester	Peltast	1000	100
Valle	Peltast	1000	100

NOTE: Cost is per recruitable character level.

PRM—Cost for permanent recruitment.

SNM—Cost for single battle.

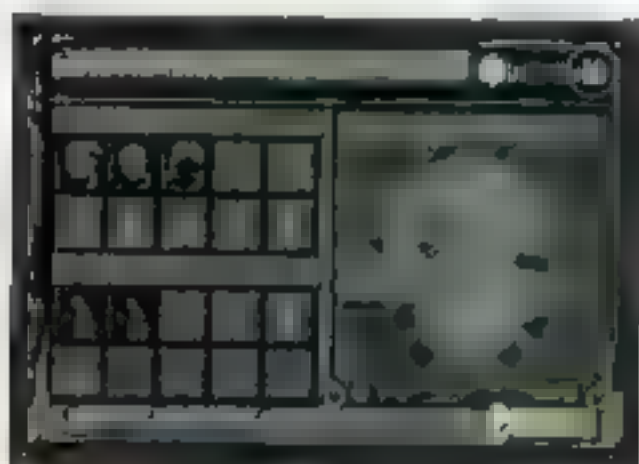
General: Many of the recruits here will expect a certain amount of popularity, or a minimum level of experience from your school. You may have trouble finding worthy prospects at first, but check back as you gain experience and popularity and you'll be able to enlist some good ones.



an empowered Valens on the high ground should be able to take out the Centurion.

III CIVILIS LEAGUE

In this anything-goes league, your foes could be anything from Citizens to Samnites. The numerical odds get progressively worse as the roman numerals rise, but the levels of your foes can fluctuate wildly. To avoid wasting time on unbeatable fights, peek into the enemy roster and back out if it's a bad type match-up. Starting positions are also random, so to tilt the odds on fair fights, you can back out and reenter until your enemies end up positioned far apart from each other. Then place your guys to surround one of them, and take them out one at a time. These fights are free to enter and pay well, so they're ideal for training your party.



IV ARCADE TEMPEST

(Ursula Only) Ursula will be forced into this all-Channeler league as soon as you finish the Civilis League, but you don't need to complete it to return to the normal league screen. The odds are fairly difficult, and as a series, you must complete each and every battle of the league, in a row. Fortunately, there are some weaknesses in the all-Channeler strategy you can exploit.

Characters with no affinity (or very low affinity) in their weapons are the best choice, because they force the Channelers to attack and steal from each other. You also want to make sure to choose high mobility characters and support characters whenever possible, since Channelers love to cast Tornado and scatter everyone's placements on the field. Bandits who can immediately Run or Attack their way back to the fight are invaluable.

Battle II, in which you're stuck with only your two storyline characters, is the hardest, so make sure to seize the high ground for a strong but short-lived advantage. In Battles I and IV, you have more flexibility in selecting your roster, and your foes won't get any tougher.

Victory earns you the Host of the Arcane badge, which unlocks the Arcane-only Magic and Mysticism league in Trikata.

PIRGOS TRAINING

Req: 0% 0% 0% 0% 0% None
 Prize: 100-300D Name: N/A
 Prize: 100-300D Name: N/A

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
1st Training Battle	(1)	0D	2/2	100-300D		None
2nd Training Battle	(1)	0D	2/2	100-300D		None
3rd Training Battle	(1)	0D	2/2	100-300D		None
4th Training Battle	(1)	0D	2/2	100-300D		None
5th Training Battle	(1)	0D	1/2	0D		None
Training Exam	(5)	0D	2/3	100-300D		None

CIVILIS LEAGUE OF PIRGOS

Req: 0% 0% 0% 0% 0% None
 Prize: 100-300D Name: N/A
 Prize: 100-300D Name: N/A

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Open Battle I	(1)	0D	4/4	500-550D	1000-1500D	Summoner, Undead Caster
Open Battle II	(1)	0D	4/3	500-550D	1000-1500D	Summoner, Undead Caster
Open Battle III	(2)	0D	2/4/4	500-550D	1000-1500D	Summoner, Undead Caster
Open Battle IV	(2)	0D	3/3	1000-1500D	1000-1500D	Summoner, Undead Caster
Open Battle V	(3)	0D	2/2	1000-1500D	1000-1500D	Summoner, Undead Caster
Open Battle VI	(3)	0D	3/4	1000-1500D	1000-1500D	Summoner, Undead Caster

ARCADE TEMPEST

Req: 0% 0% 0% 0% 0% None
 Prize: 100-300D Name: N/A
 Prize: 100-300D Name: Host of the Arcane badge

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Battle I	(2)	0D	2/4/4		3000D	Summoner, Undead Caster
Battle II	(2)		2/4			Summoner, Undead Caster
Battle III	(2)		1/3/4			Summoner, Undead Caster
Battle IV	(2)		1/2/4			Summoner, Undead Caster

PIRGOS COMMONS

Req: 10% 10% 10% 10% 10% None
 Prize: 100-300D Name: N/A
 Prize: 100-300D Name: N/A

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Required / Prohibited*
Trocinium	(1)	0D	2/3/3	500-550D	500-550D	None
Lameticus	(1)	50D	2/4/4	500-550D	500-550D	One Heavy unit
Brutus Atrox	(2)	100D	2/4/4	500-550D	500-550D	*Beast, Arcane, Support
Eminus	(2)	200D	2/4/5	500-550D	500-550D	*Beast, Arcane, Support
Arcanum	(3)	300D	3/4/4	1000-1500D	1000-1500D	*Beast, Arcane, Support
Ludus	(3)	400D	4/6	1000-1500D	5000-7500D	*Beast, Arcane, Support



PIRGOS COMMONS

It's hard to clear this league early in the game for Valens, but getting the four points necessary to earn the cup is a snap. Since your party consists of medium-weight Valens and Ludo at this point, as well as a few light-weight Secutors and Bandits, you'll do great in the Trocinium fight, which consists entirely of light opponents. After that, challenge the Eminus and Arcanum battles. Eminus is all Peltasts, who can be

SATURNUS' FOLLY (Ursula)

Req: 0%
 Prize: 2000-2500D Item: Badge of Perpetuity
 Name: N/A Item: N/A

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Saturnus Folly		0D				
Series I	(2)		4 4	500-550D		Summoner, Undead Caster
Series II	(2)		3 4	500-550D		Summoner, Undead Caster
Series III	(2)		3 4	500-550D		Summoner, Undead Caster

AGONY OF SATURNO (Ursula)

Req: 0%
 Prize: 2000-2500D Item: Badge of Perpetuity
 Name: N/A Item: N/A

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Trial of Saturno		0D	1 6 3			
Stage I	(2)		1 6 3	1000-1500D		Summoner, Undead Caster
Stage II	(2)		1 6 4	1000-1500D		Summoner, Undead Caster
Stage III	(2)		1 6 3	500-550D		Summoner, Undead Caster
Stage IV	(2)		1 6 4	500-550D		Summoner, Undead Caster

THE SHIELD & THE SPEAR

Req: 45%
 Name: None
 Name: None

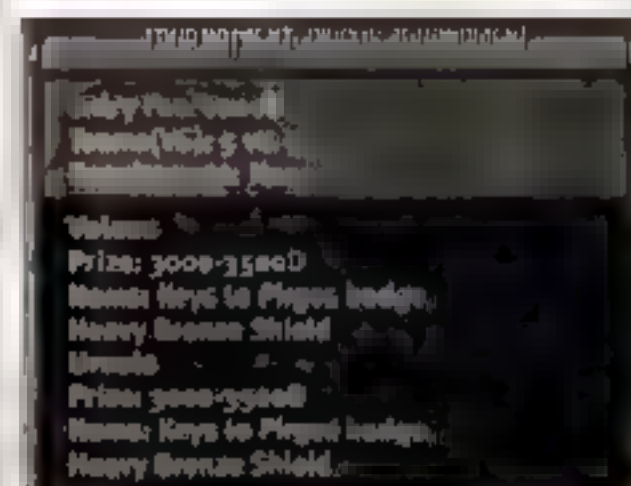
Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valens)	Prize (Ursula)	Required
Target Practice	(1)	500D	2 4 3	5000-5300D	5000-5300D	Support only
Anchor Point	(1)	500D	4 4	5000-5300D	5000-5300D	Support only
Quarrelsome Fight	(1)	500D	4 3	5000-5400D	5000-5300D	Support only
Idiot Release	(1)	500D	2 4	5000-5450D	5000-5450D	Support only
Take Aim	(1)	500D	3 4	2500-2950D	2500-2950D	Support only
Follow Through	(1)	500D	2 2	6000-6350D	6000-6350D	Support only

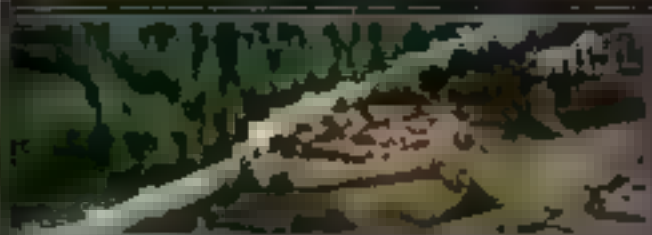
shut down if you position your men so they're each engaging one Pe last in melee combat (preventing them from getting a good line of sight shot at your guys). Arcanum is entirely Channelers, who simply can't beat a party of aggressive fighters without some heavy support.

When you have a wider selection of gadiators, you can come back and challenge Ameticus (Bandits and Legionnaires), Brutus Atrox (Bandits and Centurions) and Modus (Legionnaires and Centurions).

(Valens Only) Fortunately, Saturnus' Folly isn't a true series. You'll be back at full health before each fight, and can even choose a different roster. But you do have to do all three battles in a row, so the pressure is high. There's a crate structure in the first series that can give you some height advantage if you start in the middle, but the odds should be in your favor until the third series. Then you'll have to rely on proper type-matching and the numerical advantage you can gain by placing your characters so as to quickly eliminate whatever foes are furthest from the rest of the group.

(Ursula Only) Ursula will find a very different Agony of Saturno, a true series in which your six best fighters (including at least two that are between levels 7 and 8) must go against 14 foes in four rounds (only three of which are needed to claim the Badge) in general, you'll begin a great distance away from your opponents, allowing you to form a strong defense and play to the crowd while they make their way to your side of the arena.





BELFORT

Ursula: Belfort is where Ursula's school begins its adventures in Imperia. To progress, you'll need to complete Tassman Challenge (an easy battle versus lower level opponents) and then one other league of your choice. After that, you will automatically depart to Syrna. Make sure to hit the Recruitment Office before that trip, so you can enlist a few Centurions. These powerful gladiators will fill the heavy-type hole in your current line up.

Valens: As soon as you leave Pirgos, you'll automatically go to Belfort. It's a good idea to complete a league or two before moving on.

CHALLENGES RECOMMENDED			
Name	Classification	PRM	SHG
Agellasa	Bandit	850	75
Alexander	Centurion	1500	300
Amphitritia	Centurion	900	80
Blaise	Legionnaire	1000	100
Cole	Bandit	400	45
Craig	Centurion	1000	175
Delroce	Centurion	1100	175
Domian	Legionnaire	750	75
Imaus	Wolf	700	75
Jehan	Centurion	1000	175
Syrrian	Bandit	800	80

NOTE: Cost is per roundtable character level.

PRM=Cost for permanent recruitment.

SHG=Cost for single battle.

The Challenge of Lykos and Regimental Challenge are the only ones in Lally available, but you'll gain popularity rapidly and be able to enter the Glory of Imperia and Best of Belfort after just a fight or two. If you haven't already recruited a pair of Centurions make sure to grab some here, as they're good against wolves and amazing against the many medium-type gladiators you'll meet in Belfort.

General: There are no less than three badges to be won here in Belfort. In fact, every league has one except for the Regimental Challenge. You don't need to earn them all, but you won't be able to enter all of Imperia's other leagues without them.



BELFORT HISTORY

Originally a military stronghold against the north, Belfort was built along a wall bordering Nordagh. It was founded by soldiers who were left behind to serve Imperia and protect it from invasion by those across the border. About the same size as Pirgos, the citizens are anything but refined. There is a distinct class separation in Belfort with descendants of famous Centurions, Legionnaires, and other war heroes living the high life while everyone else struggles just to get by. Fighting for entertainment has always been a staple in Belfort and continues to this day. The arena in Belfort is located in the center of town and frequented by commoners and those from the north who've made it across the border, legally or otherwise.



CHALLENGE DE LYKOS

This is a difficult league, but with solid strategy and a handful of Centurions, you have a good chance of victory. Don't let the wolves isolate individual characters; the first priority in this league is always to circle the wagons and form a tight group defense. Use as many Centurions as you have and take advantage of their Coordinated Attack and Gamson skills while you're clustered. Surrounding is especially important against the Great Wolves-make sure you're hitting them from all four sides to maximize damage and prevent the wolf from getting two-in-ones on his own attacks. Finally, make sure to check out your opponents' stats before the battle. You'll often encounter a single Wolf who is much higher level than the others. Try to start as far away as possible from him, and kill most of the lesser Wolves first.



IMPERIA CHALLENGE 1 3 4 4 4 4

Map: 10% None

Prize: 1000-3000D Item: Imperia Talisman

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Imperia	1	0D	2-5 4	0D	0D	None

IMPERIA CHALLENGE 1 3 4 4 4 4

Map: 10% None

Prize: 1000-3000D Item: Imperia Master Badge

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Imperia	1	0D	2-5 4	0D	0D	None
Imperia	2	0D	2-5 4	0D	0D	None
Imperia	3	0D	2-5 4	0D	0D	None
Imperia	4	225D	2-5 4	500-750D	1000-1500D	Archer, Gungrir, Peltast
Imperia	5	300D	2-5 4	500-750D	1000-1500D	Archer, Gungrir, Peltast
Imperia	6	300D	2-5 4	500-750D	1000-1500D	Amazon, Archer, Gungrir, Peltast

IMPERIA CHALLENGE 1 3 4 4 4 4

Map: 10% None

Prize: 1000-3000D Item: None

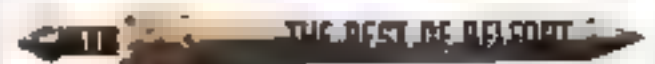
Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Imperia Battle I	2	0D	1-5 3	500-750D	1000-1500D	Archer, Gungrir, Peltast
Imperia Battle II	2	0D	1-5 3	500-750D	1000-1500D	Archer, Gungrir, Peltast
Imperia Battle III	2	25D	1-5 4	500-750D	1000-1500D	Archer, Gungrir, Peltast
Imperia Battle IV	3	50D	1-5 3	1000-1500D	2000-2500D	Archer, Gungrir, Peltast
Imperia Battle V	3	50D	1-5 3	1000-1500D	2000-2500D	Archer, Gungrir, Peltast
Imperia Battle VI	3	50D	1-5 3	1000-1500D	2000-2500D	Archer, Gungrir, Peltast

BEST OF BELFORT 1 3 4 4 4 4

Map: 10% None

Prize: 1000-3000D Item: Badge of Belfort

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Best of Belfort	1	200D	1-5 4	1000-1500D	1000-1500D	Archer, Gungrir, Peltast
Best of Belfort	2	200D	1-5 5	1000-1500D	1000-1500D	Archer, Gungrir, Peltast
Best of Belfort	3	300D	1-5 5	1000-1500D	1000-1500D	Archer, Gungrir, Peltast
Best of Belfort	4	350D	1-5 5	1000-1500D	1000-1500D	Archer, Gungrir, Peltast
Best of Belfort	5	400D	1-6 6	5000-5000D	5000-5000D	Archer, Gungrir, Peltast
Best of Belfort	6	450D	1-6 6	5000-5000D	5000-5000D	Archer, Gungrir, Peltast



The Best of Belfort consist entirely of Centurions and Legionnaires. Bring in a mix of Bandits and Centurions and carefully check your enemy placements so you can start each gladiator where it can do the most damage. Many of your foes have moronically chosen spots at the bottom of pits, so you can walk right up and slaughter them within a turn or two from the high ground. Note that while all of these fights pay well, Packaged Forces has an eye-popping 5,000 d per purse. The first round of that fight is four Centurions, so don't attempt this unless you have at least a pair of capable light characters.





THE CLAY OF IMPERIAL ARTS

(Valens Only) The Glory of Imperia is one of the easier leagues Valens will encounter. Your foes will be primarily Barbarians and Berserkers, so it's easy to counter-program your offense. Check out the enemy placements, drop your Centurions near the Barbarians, and Ludo and Valens near the Berserkers. The foes do get tougher for Only the Strong, but effective type-matching will still lead to an easy victory, and the Glory of Imperia key badge.



(Ursula Only) You'll fight nothing but Legionnaires and Centurions in Ursula's version of this league, which does not make for a favorable match-up for primarily medium weight Nordaghn natives (that band of young fighters being an exception). That makes Bears, Yetis and Gungnirs the best choices for companions for Ursula's team.

You need to beat four battles to earn the key badge, and the final four give you the best opportunity to overcome your type mismatches with clever strategy. In those fights, you only need to take out the Centurion (or two), and if you carefully place your characters, you should be able to make it to the Centurion and take him out before your troop is chopped entirely to bits. If you start far away from your quarry, wait until you can see the Centurion's movement arrows, and then mobilize your force for a deadly ambush.

Battle Name	Points	Entry Fee	Years (VS.)	Prize (Valent)	Prize (Ursula)	Required
No Diathan Leih	(3)	6250	4 5	-	500-750D	From Nordagh
Bedhens Yndelma	3)	6250	4 5	-	500-750D	From Nordagh
Oscatear Na Geala	(10)	6250	4 4	-	500-750D	From Nordagh
Clagh Billey	(13)	6250	4 5	-	500-750D	From Nordagh
Teine Coisrigle	(4)	6250	3 4	-	500-750D	From Nordagh
An Rud Seo	(4)	6250	4 7	-	500-750D	From Nordagh

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valens)	Prize (Lira)	Required
Ancestor Challenge	2	5000	4 4	500-7500	-	From Imperia
Blood of Boreas	2	5000	4 4	500-7500	-	From Imperia
Fire in the Gullet	2	5000	3 3	500-7500	-	From Imperia
Yield to None	(2)	5000	3 3	500-7500	-	From Imperia
Only the Strong	(2)	5000	4 4	500-7500	-	From Imperia
Rebution of the Sword	(2)	5000	4 3	1000-15000	-	From Imperia

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valent)	Prize (Usual)	Required
Trial of Armadus	12500					
First Wave	120		11			
Second Wave	2		12			
Third Wave	21		11			
Fourth Wave	120		11			
Fifth Wave	71		11			

Entry Fee: \$100
Prize: \$1000
Battle Points: 1000
Equipment: 1000

Notes: 1000
Fuel: 1000-2000
Items: 1000
Skills: 1000
Other: 1000-2000
Game: 1000

Entry Fee: \$600
Turnout Prize: \$1000
Battle Points: 10
Tournament: 1st place

Videos: 1st place
Prize: \$500-1000
Theme: None

Musical: 1st place
Prize: \$500-1000
Theme: None

TRIKATA



BLOODY HALO



TRIKATA HISTORY

Like its sister city of Caitha, the coastal city of Trikata is strictly a working class town. Its arena, the Bloody Halo, is a reflection of the city's attitude of straightforward common sense, which is in direct contrast to the opulent Arena at Caitha. Warriors of all skill levels come to take part in the brutish games at the Halo, making it one of the most popular arenas in Imperia. The games bring tourists not only from the rest of Imperia, but also from other lands, as Trikata is Imperia's main port on the coast of the Aeon's Sea. Now a growing metropolis, Trikata was founded as a trade town, but soon outgrew its humble beginnings. Those who didn't fancy big city life moved up the coast and founded the city of Pirgos.

SHOPKEEPER QUEST

Introduce yourself to Caryalis at Via Domus and force yourself to express an interest in her family and well-being. After a long conversation, she'll start pouring out her heart, and ask you to seek vengeance on her brother's killer. You can find the killer, a high level Mummilo named Priam, walking along the beach between Trikata and Syrna at night, within the next few days. This is a one-on-one fight with a Mummilo who's a few levels above you, so you'll need to risk your best heavy gladiator to take him down. Mummilos have tough defense, so focus on critical hits and affinity attacks. After he dies, you'll get a high level Mummilo sword, the Blade of Tides.

Caryalis will pay for the hit with a guilt trip and a bunch more Mummilo gear.
(continued on page 80)

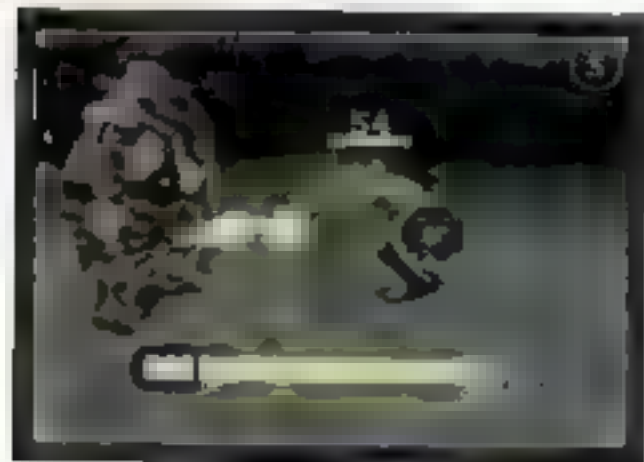
When Valens is done in Beafort and Ursula concludes her business in Syrna, you'll be free to go anywhere in Imperia you choose. Trikata isn't the first place you'll come across when you head south over the river past Caitha (a town where you can do nothing but watch games at this point), but it is the most interesting choice available to you right now. Stay on the main road as you pass two paths on your left; the first leads to Orus, the second to Cro Beska. Trikata will be the next town you see.

Name	Classification	PRM	SNG
Arleagus	Centurion	2000	200
Callisto	Legionnaire	900	55
Dorota	Peltast	900	85
Dukker	Samnite	900	90
Eldred	Mummilo	2000	100
Georgios	Mummilo	1500	100
Ladislav	Mummilo	1500	100
Leonie	Mummilo	2000	100
Mellie	Chancellor	1200	100
Shelia	Legionnaire	800	80
Rea	Bandit	700	90

NOTE: Cost is per recruitable character level.
PRM=Cost for permanent recruitment.
SNG=Cost for single battle.

Here you'll be able to recruit a Mummilo, surely the coolest of the medium-type gladiators, and a Samnite, probably the strongest of the heavies. After boosting your popularity in the People's League of Trikata, you can enter the Hammer of Justice, where you'll earn a badge that will be crucial in your Imperia travels. The Survive Trikata league offers a key badge that you'll need to enter the Imperia championship. The Arcane-only Magic and Mysticism league offers accessories for Arcane types, but is only available to Ursula at this point.





including a Teres Moes throwing shield, a Latticed Skirt, an Iron Capana helmet. If this is your first visit to Imperia, you won't yet be high enough level to use any of it, but it will come in handy one day.

PEOPLE'S LEAGUE OF TRIKATA

There's no avoiding this league—you'll need to earn a few rounds worth of popularity here to open up anything else in Trikata. Fortunately, battles I-II are quite easy. You can choose your roster to exploit your opponents' weaknesses, and with so many placement spots, you can start all of your characters right where they'll do the most damage.

If you choose to continue, you'll find Battle of the People V offers a huge cash purse, but you'll have to overcome 2-on-4 odds to get it. Fortunately, your opponents start at the far corners of the ring, so if you place your gladiators to surround the character who is furthest from their heaviest (and slowest) fighter, you can take them out quickly, battle the next two in a two-on-two fight, and hopefully have a clear field and a reasonable amount of strength left to double team the heavy straggler.

PEOPLE'S LEAGUE OF TRIKATA

Rings: 0% (None)

Prizes: (None)

Prizes: (None)

Battle Name	Points	Entry Fee	Teams(V/S)	Prize (Valens)	Prize (Ursula)	Prohibited
Battle of the People I (1)	500D	2 2	1500-1650D	3000-3250D	Summoner, Undead Caster	
Battle of the People II (1)	500D	4 4	1500-1650D	3000-3250D	Summoner, Undead Caster	
Battle of the People III (1)	500D	1 3 3	1500-1650D	3000-3250D	Summoner, Undead Caster	
Battle of the People IV (1)	500D	1 2 4	5000-5050D	5000-5050D	Summoner, Undead Caste	
Battle of the People V (1)	500D	2 3	3000-3250D	5000-5050D	Summoner, Undead Caste	

SURVIVE TRIKATA

Rings: 10% (None)

Prizes: (None)

Prizes: (None)

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Survive Trikata	700D					None
First stage	(1)		1 2			None
Second stage	(3)	-	1 2	-	-	None
Third stage	(1)		1 1			None
Fourth stage	(1)	-	1 1	-	-	None

PRISONER'S APPEAL

Rings: 15% (None)

Prizes: (None)

Prizes: (None)

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Required
Prisoner's Appeal	(2)	250D	1 4 4	500-750D	500-750D	Two heavy units
Default Judgement	(2)	250D	1 4 3	500-750D	500-750D	Heavy units only
Judge's Orders	2	200D	1 2 3	500-750D	500-750D	Heavy units only
Noia Contendie	3	175D	1 3 1	500-750D	500-750D	Heavy units only
Your Dine	(3)	150D	1 2 3	500-750D	500-750D	Heavy units only

BEATUS BELLIUM

Rings: 45% (None)

Prizes: (None)

Prizes: (None)

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Required
Beatus Heavy	(1)	300D	1 1	4000-3250D	3000-3250D	Heavy units only
Beatus Heavy Chat	(2)	300D	1 1	500-700D	500-800D	Heavy units only
Beatus Light	(1)	300D	1 1	3000-3250D	3000-3250D	Light units only
Beatus Light Chat	(2)	300D	1 1	500-700D	500-800D	Light units only
Beatus Midweight	(1)	300D	1 1	3000-3250D	3000-3250D	Medium units only
Beatus Mid.Chat	(2)	300D	1 1	500-700D	500-800D	Medium units only



Ursula: Attempt to leave shortly after you arrive to trigger the event where you'll meet Valens for the first time. After that event, you'll find the Leagues have opened when you return to Theatre Antiquitis. Whether you choose to compete now or not, you'll find another event waiting when you attempt to leave town: An ambush by a pair of Summoners. Don't waste time with their summoned skeletons. Instead take out the Summoners as rapidly as possible. After the first turn, a friend will appear on the scene to help... and invite you to visit his home afterwards.

CHARACTER RECRUITMENT

Name	Classification	PRM	SNG
Adi	Murmillo	1200	220
Cathione	Legionnaire	600	75
Kaethe	Amazon	600	100
Laina	Centurion	700	75
Madlen	Legionnaire	600	55
Myrcilla	Secutor	800	85
Nerita	Secutor	800	75
Ovis	Legionnaire	2000	300
Rusi	Legionnaire	600	75
Sindel	Legionnaire	650	75
Sylvan	Centurion	1200	100
Trellm	Secutor	2000	200
Venutius	Samnite	800	30
Vladic	Secutor	825	100
Virgil	Secutor	1000	100
Walerius	Murmillo	775	90
Zenon	Secutor	800	85

NOTE: Cost is per recruitable character level.

PRM=Cost for permanent recruitment
SNG=Cost for single battle

General: Continue back up the path that took you to Trikata, and you'll end up in Syrna. Here you can recruit Samnites, Secutors, and perhaps a Murmillo. You can also recruit a bow-wielding Amazon, but only temporarily. With your newly received Hammer of Justice badge, you can enter the Tribunal of Brutality and earn the Justice of Syrna badge, the last prerequisite for the final "justice" leagues in Orus and Cro Beska. This is also where you'll battle in the Imperia Championships, when you've beaten all the regional Tournaments.

It's often here, just outside of Syrna, where Althaag sets up his Accessory Shop. When you get some extra cash, pay him a visit and shop for a wide array of useful accessories.

THEATRE ANTIQVITIS



LEAGUE STRATEGY

THEATRE ANTIQVITIS

With only six battle points required for victory, you can afford to pick and choose your fights. Ursula players will have the best luck versus Femina Formosae, which tends to be full of light, arcane, and support classes that your medium-heavy school can easily best. A roster full of light and arcane gladiators are your best bet versus the heavy Flabios Avengers, and a female and beast-heavy team will leave the Amazon School of Antonio with no targets for their male-charming tricks. The other schools have more diverse rosters, consisting mainly of Centurions, Legionnaires, and Secutors.



SYRNA HISTORY

Syrna is located on the western shore of Imperia between Trikata and the border with Nordagh. It is an upscale village and the summer home to many of Imperia's Senators and other wealthy families.



MAXIMUM POTENTIAL 10000-15000-3000

Rank: 0% None

Prize: 3000-3250D Item: None

Prize: 3000-3250D Item: None

Battle Name	Points	Entry Fee	Teams (V/S)	Prize (Valens)	Prize (Ursula)	Prohibited
Amas Ocularis	1	500D	1 5 5	1500-1650D	3000-3250D	Summoner & Undead Caster
Femina Formosus	1	500D	1 3 3	1500-1650D	3000-3250D	Summoner & Undead Caster
Flabios Avengers	(2)	500D	1 3 4	1500-1650D	3000-3250D	Summoner & Undead Caster
Heralds of Certo	(2)	500D	1 4 6	1500-1650D	3000-3250D	Summoner & Undead Caster
School of Antonio	(3)	500D	3 5	1500-1650D	3000-3250D	Summoner & Undead Caster
Drusus Ferinus	(3)	500D	1 4 4	1500-1650D	3000-3250D	Summoner & Undead Caster

SPIRIT OF THE VALKYRIE 10000-15000-3000

Rank: 0% None

Prize: 6000-6500D Item: Honor of the Valkyrie badge, Summoner Shield, Summoner's Breastplate

Prize: 6000-6500D Item: Honor of the Valkyrie badge, Leather Shield, Amazon's Breastplate

Battle Name	Points	Entry Fee	Teams (V/S)	Prize (Valens)	Prize (Ursula)	Restricted
Eyes of the Valkyrie	(3)	1000D	1 3 3	1500-1650D	3000-3250D	Female only
Wings of the Valkyrie	(3)	1000D	1 3 3	1500-1650D	3000-3250D	Female only
Claws of the Valkyrie	(3)	1000D	1 3 3	1500-1650D	1000-1100D	Female only
Hooves of the Valkyrie	(4)	1000D	1 3 4	1000-1300D	1000-1100D	Female only
Heart of the Valkyrie	(4)	1000D	1 4 4	1000-1100D	5000-7500D	Female only

STRENGTH OF AFFINITY 1000-1500-3000

Rank: 25% None

Prize: 1000-1500D Item: N/A

Prize: 1000-1500D Item: N/A

Battle Name	Points	Entry Fee	Teams (V/S)	Prize (Valens)	Prize (Ursula)	Required
etab vs. Exult	(2)	1500D	1 3 3	1000-1500D	1000-1500D	Air Affinity
Solum vs. Maritimus	(2)	1500D	1 3 5	1000-1500D	1000-1500D	Earth Affinity
ivo vs. Abris	(2)	1500D	1 3 4	1000-1500D	1000-1500D	Fire Affinity
arillimus vs. Solum	(2)	1500D	1 3 2	1000-1500D	1000-1500D	Water Affinity

TRIAL OF BRAVERY 1000-1500-3000

Rank: 25% None

Prize: 2000-2500D Item: Justice of Syria Badge

Prize: 2000-2500D Item: Justice of Syria Badge

Battle Name	Points	Entry Fee	Teams (V/S)	Prize (Valens)	Prize (Ursula)	Required
via Tribunal	1	0D				Summoner & Undead Caster
st circuit	(1)		4 3			None
nd circuit	(1)		4 3			None
d circuit	(1)		4 7			None
th circuit	(1)		1 4 3			None
a circuit	(1)		4 3			None

SUMMER FRIEND 1000-1500-3000

Rank: 25% None

Prize: N/A Item: N/A

Prize: 1000-1500D Item: None

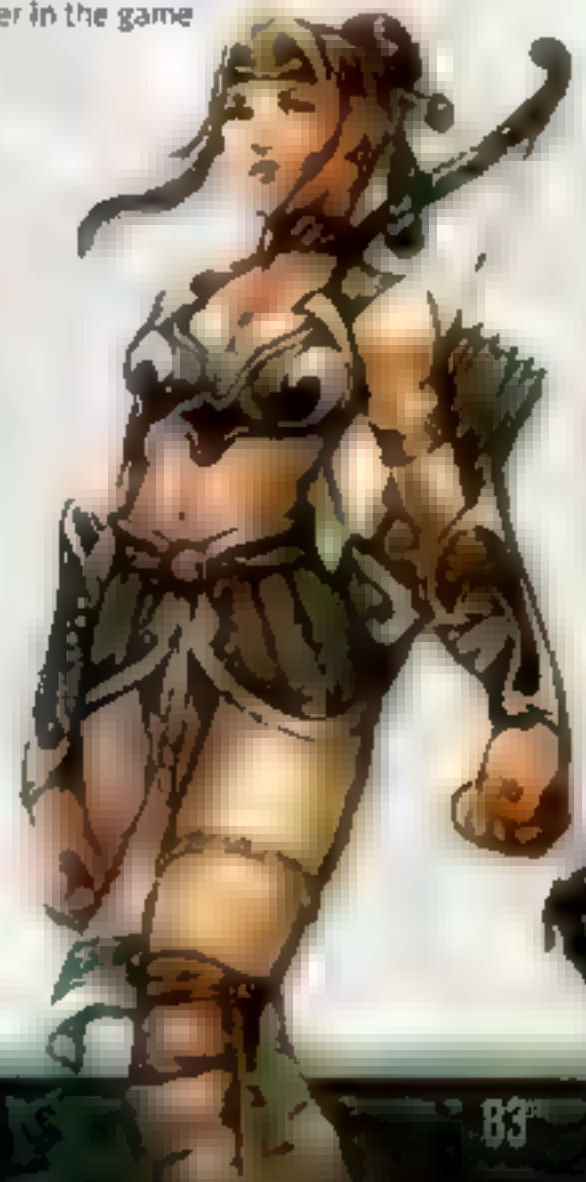
Battle Name	Points	Entry Fee	Teams (V/S)	Prize (Valens)	Prize (Ursula)	Requirement	*Prohibited
Aeris Paribus	(2)	1000D	1 3 3		5000-5050D		*Summoner & Undead Caster
Honorem	(2)	1500D	4 3		5000-5050D		*Summoner & Undead Caster
a Brevis	(2)	2000D	3 3		5000-5050D		*Summoner & Undead Caster
endo Discimus	(3)	2500D	4 3		5000-5050D	Secutor 2 or higher	
alia Lente	(3)	3000D	4 4		5000-5050D	Secutor 2 or higher	
a Intrante	(3)	3000D	2 3 3		5000-5050D	Secutor 2 or higher	



TRIAL OF THE MURMUR

Only females can enter this league, and the maximum level cap makes coming back later in the game difficult. Ursula players should have no problem meeting the requirements by this point, but Valens may need to make an unscheduled tour of Imperia's recruiting offices. Temporarily recruiting the Amazon in Syria's office may be tempting, but your inability to control her directly may interfere with your strategy. You're better off shopping around for female recruits that are worthy of a permanent slot in your school. A Murmur would be ideal, since they have skills that protect them from the ranged attacks of the Amazons that you'll encounter frequently.

You'll fight all kinds of female foes in this league, but that certainly won't make it easy. In the "Eyes" and "Cunning" battles, try to claim the high ground and prepare ambushes near the few routes up to give yourself a tactical advantage. Winning this league earns you some great prizes including a necessary key badge, a mountain of gold, and some equipment that will come in handy if manage to recruit an Amazon later in the game.



CHARACTER CLASSES: WOMAN AMAZON



OTHER LEAGUES

The hardest part about the **Strength of Affinity** league is meeting the entrance requirements. Of course, changing your affinity is as easy as changing your weapons, so if you have a wide variety of gear in your school's storehouse, that shouldn't be a problem. You don't actually have to use the appropriate Affinity Attacks to win.

Syma's Favor is an all Secutor league, but it's not as easy as it sounds. There are two routes to victory: Kill all the Secutors in the first three battles, or out-Secutor your opponents in the final three. Since no one wants a roster full of Secutors (one or two are fine, but four?), we suggest the former. Your best medium fighters can take their Secutors, but only if you can prevent the Secutors from flanking you. Fall back to the wall, or make an ambush spot around one of the ramps to the higher ground.

The **Tribunal of Brutality** is part of Imperia's ongoing series of Justice-themed leagues. In this series, you have to clear all five fights in a row to conquer the league and earn your badge. Fortunately, your foes consist entirely of Bandits and Citizens that will be no match for your hero and a few medium and support class friends. Use the terrain to prevent backstabs and take the Bandits out first for an easy series victory.

GLADIUS PRIMA'S SPECIALS

1000-770-030

Rep: 30%
 Price: 1000-7700D Name: Circus Antiquitus badge
 Price: 1000-7700D Name: Circus Antiquitus badge

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Requirement / *Prohibited
Barrel of Fun	(2)	0D	2 3 3	3000-3250D	3000-3250D	None
Double-Barreled	(2)	0D	2 3 3	3000-3250D	3000-3250D	None
Cask Task	(3)	0D	3 3	5000-5450D	5000-5450D	None
Barrel Run	(3)	0D	3 4	5000-5700D	5000-5700D	None
Mystical Hand	(3)	0D	3 3	5000-5700D	5000-5700D	None

Entry Fee: 500D
 Teams(VS): 3-4 vs.
 Battle Points: 5
 Required: 4 Cops
 Prize: 5000-5500D
 Prohibited: None

Valens
 Prize: 5000-5500D
 Items: None
 Ursula
 Prize: 5000-5500D
 Items: None

Entry Fee: 500D
 Teams(VS): 4 vs.
 Battle Points: 5
 Required (Badges): All Regional Championships, Glory of Imperia, Honor of the Valkyrie, & Gift of Perovospace
 Prohibited: Summoner, Undead Caste

Valens
 Prize: 5000-7500D per battle
 Items: None
 Ursula
 Prize: 5000-7500D per battle
 Items: None

CRO BESKA

MONGREL'S MAW



LEAGUE STRATEGY

SHOPPER IN THE MOUTH

Can't go wrong with this league. The fights are all simple one-on-one point-to-point battles, which you should have no trouble winning if you're good at scoring critical hits and choosing optimal attacks. You only need to win one battle to take the whole league, and every battle you win gains the shopkeeper some cool class gear in addition to a cash prize.

MONGRELS UNTAMED

Once you acquired the Lupus' Master badge from the Challenge of Lykos league in Nordag, you'll be able to enter the Imperia Untamed league. These are pretty typical arena battles, but they'll probably be your introduction to Plainscats and Scarabs. Plainscats mix the power of Bears with the ferocity of Wolves, but are low on Defense, making them your priority targets.

Scarabs have a variety of strange abilities, including the ability to dig up to a most any point on the field.

A victory at Imperia Untamed will fulfill the requirements to get into the Mongrel Siege league. You fight exclusively Mongrels and Ogres here, which is a hard combination to type-match. Backstabbing is a popular tactic here (and well loved by the

crowd), so if you start near the bottom of the arena and the terrain isn't in your favor, just fall back to the wall of the pit and let them come to you. It will deprive your foes of both the terrain advantage and the ability to stab you in the back.

THE HISTORIANS' LEAGUE

After earning the Mongrel Butcher badge, head back to Scotia's and ask the Shopkeeper if there are any interesting leagues here. She'll tell you about the Historians' League, which will be visiting Cro Beska seven days later. Mark down the day and remember to come back then, because if you miss it, you miss it.

The Mythic Invasion forces your four best troops to go against a pair of Minotaurs and three Satyrs. The point is not simply to kill them, but to save the three Citizens who are in the middle of the battlefield. You'll need to run your quickest units, or the Citizens will get promptly slaughtered by the speedy Satyrs. If you can beat this difficult league, you'll get a bunch of Satyr and Minotaur gear, and one of the combatants will offer to join your school if you have an open slot for them. If you don't get a Minotaur (Satyrs are easily recruitable in Nordag), you can either try later in Syrna when you're Pro tier, or reload and battle in the Historian's League again for an even chance of getting him.

(continued on page 86)

Cro Beska is the Mongrel headquarters of Imperia, and you'll run into a lot of them in the local leagues, as well as their daunting allies, the Ogres. You can't recruit Ogres (yet), but Mongrels are available for recruitment here.

If you come back for the Historians' League (after beating the Mongrel Siege and then hearing about it from the shopkeeper) you can get a rare crack at enlisting a Satyr or Minotaur.

CHARACTER RECRUITMENT

Name	Classification	PRM	SNG
Angir	Wolf	300	75
Bertha	Centaur	1000	175
Forrag	Mongrel	500	200
Pria	Mongrel	800	250
Gloft	Bandit	750	125
Goff	Mongrel	900	300
Hogus	Savanna	650	100
Hous	Mongrel	1300	250
Liska	Wolf	750	250
Modaly	Barvish	400	350
Rina	Wolf	450	100
Toula	Barvish	400	350
Zimona	Barvish	400	300

NOTE: Cost is per recruitable character level.

PRM=Cost for permanent recruitment
SNG=Cost for single battle

CRO BESKA HISTORY

Cro Beska is the only known city in all of Imperia that the Mongrels call home. After its discovery, most Imperials stopped exploring the surrounding region due to the violent nature of the Mongrels. The only Imperials that stayed were the ones brave enough to set up a trade system with the creatures. Mongrels don't understand the wealth contained within their mines, so local humans who live on the outskirts of town trade with them what they don't want and end up living very richly because of it.

This is the culmination of the "Justice Leagues" and is home to some of the most interesting battles in Imperia. Each of the barrels that dot the battlefield is the key to releasing a Bandit, who will fight by your side if you smash his symbolic prison. In early battles you can simply run down the weaker Mongrels, but in later fights you begin sharply outnumbered, and will need the allies to win.

Theoretically, in the later fights, the Mongrels and Ogres can destroy the barrels to prevent this, but they don't show much interest in this strategy. Soak up their relentless attacks, and concentrate on barrel removal. With enough allies, you can win even if your side only has one survivor. As much fun as this league is, it costs good money and offers nothing in return.

TOURNAMENT DE CHAMPAGNE

Entry Fee: None
Teams (VS): 2 vs. 2
Battle Points: 2
Requirement: 4 Caps
Prohibited: Summoner, Undead Castle

TOURNAMENT DE BOURGOGNE

Entry Fee: None
Teams (VS): 2 vs. 2
Battle Points: 2
Requirement: 4 Caps
Prohibited: Summoner, Undead Castle

Entry Fee: None
Teams (VS): 2 vs. 2
Battle Points: 2
Requirement: 4 Caps
Prohibited: Summoner, Undead Castle

Valens:
Prize: 1000-1500D
Items: Stone Club, Tortoise's Scalp
Urula:
Prize: 1000-1500D
Items: Stone Club, Tortoise's Scalp

MONGREL IN THE MUD

Req: 0%
Prize: 1000-1500D Item: None
Prize: 1000-1500D Item: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valens, Urula)	Requirement
Secutor Contest	12	800D	1:1	800-950D + class equipment	Secutor 2 and higher
Mongrel Challenge	2	800D	1:1	800-950D + class equipment	Mongrel or Mongrel Shaman
Murder Fight	2	800D	1:1	800-950D + class equipment	Murder
Samaritan Battle	3	800D	1:1	800-950D + class equipment	Samaritan

MONGREL IN THE MUD

Req: 0%
Prize: 1000-1500D Item: Imperia Master badge
Prize: 1000-1500D Item: Imperia Master badge, Collar of Power
Prize: 1000-1500D Item: Imperia Master badge, Collar of Power

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valens)	Prize (Urula)	Requirement	*Prohibited
Tooth & Claw	3	500D	3:3	500-500D	1000-1400D	*Summoner & Undead Castle	
Active Submission	3	500D	3:5:4	1000-1500D	1000-1500D	None	
Fearsome Pack	3	500D	2:4:4	1000-1500D	1000-1500D	None	
Sweeping Attack	13	500D	7:5:3	1000-1400D	1000-1500D	None	
The Hunt	13	500D	1:4:4	1000-1500D	1000-1500D	Valens, Ludo & two Humans	
A Dangerous Spirit	13	500D	3:5	1000-1500D	1000-1500D	Humans only	

MONGREL PIECE

Req: 30%
Prize: 1000-1500D Item: Mongrel Master badge
Prize: 1000-1500D Item: Mongrel Master badge

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valens)	Prize (Urula)	Requirement	*Prohibited
Mongrel Siege I	12	500D	4:4	5500-6400D	9500-10400D	*Summoner & undead Castle	
Mongrel Siege II	12	500D	3:4	5500-6400D	9500-10400D	*Summoner & undead Castle	
Mongrel Siege III	2	500D	3:4	5500-6400D	9500-10400D	Hard: one Light, one Heavy	
Mongrel Siege V	2	500D	4:4	5500-6400D	9500-10400D	Air, Earth, Fire & Water Affinity	
Mongrel Siege VI	12	500D	2:4:5	5500-6400D	9500-10400D	*Summoner & Undead Castle	

TOURNAMENT DE JUSTICE

Req: 0%
Prize: 1000-1500D Item: Justice of Syon badge, Hammer of Justice badge
Prize: 1000-1500D Item: None
Prize: 1000-1500D Item: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize	Prohibited
Captive Trial	12	800D	3:2:2		Amazon, Archer, Channeler, Summoner, Undead Castle
Free the Prisoners	12	800D	3:1:4		Amazon, Archer, Channeler, Summoner, Undead Castle
Emancipation	12	800D	4:4:5		Amazon, Archer, Channeler, Summoner, Undead Castle
Fight for the Oppressed	3	800D	2:4:2		Amazon, Archer, Channeler, Summoner, Undead Castle
Liberation	3	800D	3:2:4		Amazon, Archer, Channeler, Summoner, Undead Castle

THE HISTORIANS

Req: 0%
Prize: 1000-1500D Item: Shopkeeper's Quest Only
Prize: 1000-1500D Item: Scarred Skull Cap, Bull Ring
Prize: 1000-1500D Item: Scarred Skull Cap, Bull Ring, Stone Hammer, Bull Ring, Stone Hammer, Bull Ring

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valens)	Prize (Urula)	Requirement	*Prohibited
The Myric Invasion	10	5000D	4:5			None	

THE HISTORIANS

Req: 45%
Prize: 1000-1500D Item: None
Prize: 1000-1500D Item: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize (Valens & Urula)	Requirement
Double Scramasaz	2	1000D	3:4	1000D, Double Scramasaz	Heavy only
Woodsmen Fight	12	1000D	2:4:4	1000-1150D, Woodsmen Set	Two heavy units
Dual Pugio	12	1000D	1:4:4	1000-1150D, Dual Pugio	Dervish only
Cote Fez	12	1000D	1:2:3	1000-1150D, Cote Fez	Dervish only

ORUS



LEAGUE STRATEGY

THE OPEN LEAGUES

The **Assembly of Imperia** features strange restrictions and preset enemies. If you have a wide selection of gladiators to choose from, it's easy to hammer out a victory by picking battles where your side has the type advantage. **Brutus Atrox** pits your heavy gladiators against the Legionnaires, and **Mongrel Band** will pit your best medium fighters against a pack of eight Mongrels. **Masters of the Arcane** is a battle versus a group of Channelers, which is usually an easy win for an aggressive, mobile team.

The **Civilian League** is just a bunch of simple, random battles. You only need four battle points to win this league, so use type matching to score an easy victory in the

one-on-one **Civilis Orus V**, and then beat any other battle for the cups.

THE SPECIAL LEAGUES

The culmination of the Beast leagues, **Fury & Flame** puts the numerical odds in your favor, as you battle against an exotic variety of enemies. If you can meet the requirements, you can probably win these fights, so they make good training bouts for your new recruits. Among the interesting matchups are a 3 on 1 battle versus a Cyclops (Embers of Exuro), and a 2 on 1 fight against a Minotaur (Curses of Miscreation). Your own heavy units should easily overpower the Cyclops, while your light units will make short work of the Minotaur. (continued on page 88)

You'll find the town of Orus over the bridge south of Caltha, and far to the east. Two leagues will be open to you on your first visit, but the other leagues here require two badges from other cities in Imperia. You can't enter the tournament without clearing at least one of these special leagues, so you probably shouldn't visit Orus until late in the chapter, when you'll have the badges you need.

Gladiator	Classification	PRM	SNG
Apyllus	Murmillo	1200	250
Bacterius	Secutor	1200	250
Donat	Samnite	1050	140
Evander	Legionnaire	1050	200
Gregorius	Samnite	1045	200
Interna	Secutor	1050	200
Patulik	Mongrel	800	70
Tancorix	Murmillo	1500	300
Theophilus	Centurion	1075	750

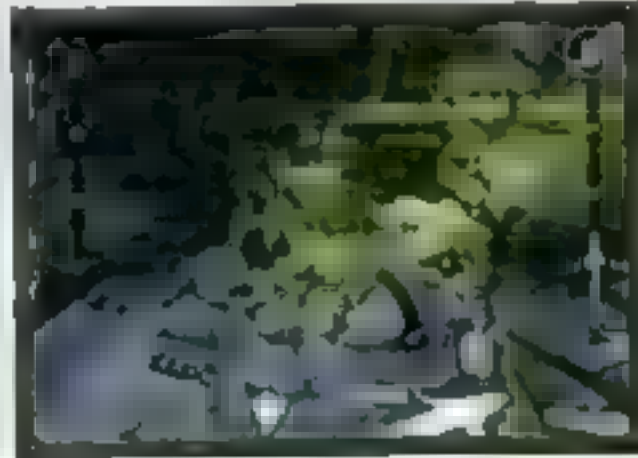
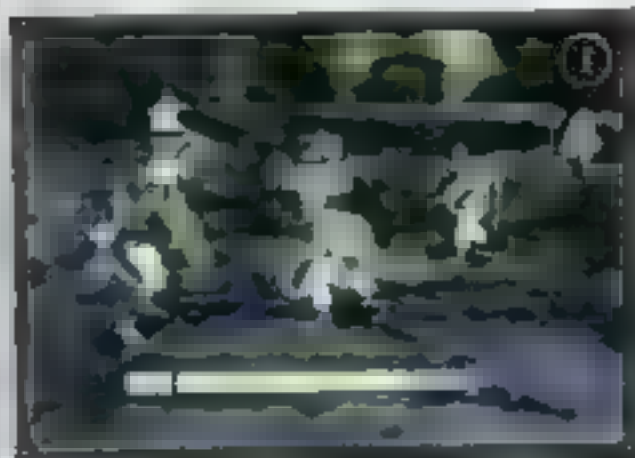
NOTE: Cost is per recruitable character level.

PRM=Cost for permanent recruitment
SNG=Cost for single battle

SHIP: THE FORGE DE ORUS

ORUS HISTORY

Orus is located high in the Card's mountains, under the shadows of the volcano Aduro. The Eye is one attraction, but another draw to Orus is the hot springs at the base of the Volcano Aduro. There are many spas in Orus, so gladiators who are looking for some pampering after a hard battle can head to the base of the mountain and take a night in the spas. For these reasons, Orus became popular among the high class of Imperia, as well as rich foreigners traveling the region.



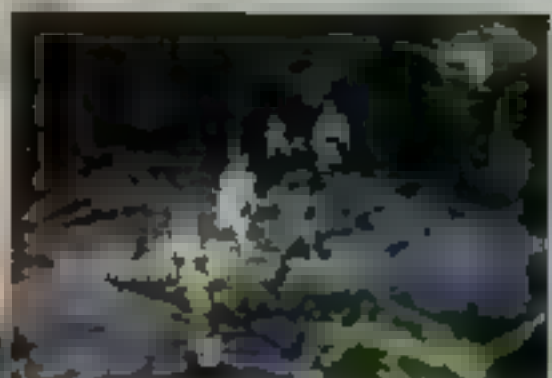
The Fires of Justice is another league that requires both justice badges. This one's a lot less interesting than Cro Beska's Condemned Hope; you fight nothing but high level Bandits. The twist is the entrance requirements, which make type-matching difficult. But as always, any mismatch can be overcome with a hearty series of critical hits.

The Onslaught requires the Badge of Perpetuity and the Gift of Perseverance, two hard-to-get series badges. Like Orus' tournament, this difficult Survival Series forces you to fight a series of enemies while unreachable Archers pelt you with arrows. Ursula players who have raised a Mummilo with Incoming! and recruited an Undead Legionnaire should use them for the natural defenses against projectiles. The best Valens can do is probably a Mummilo or two with Arrow Guard. Note that the Archers don't play favorites, so if you keep your enemies between you and them, your enemies will take the hits while you escape unscathed. Careful positioning is the key to this series.

TOURNAMENT: CONTEST OF ORUS

Req: 5%
Prize: 3000-5500D
Name: None

Valens:
Prize: 3000-5500D
Name: None
Ursula:
Prize: 3000-5500D
Name: None



PERGAMENE GRANTS

Req: 5%
Prize: 3000-5500D
Name: None

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Requirement	*Prohibited
Pergamene Grants	1)	800D	1-3-3	500-550D	500-550D	Air Affinity	
Mongrel Band	1)	300D	3-3	500-550D	500-550D	Medium units Only	
Gallus Ocularis	2)	800D	3-3	3000-3250D	3000-3250D	Medium units Only	
Brutus Atrox	2)	800D	3-4	3000-3250D	3000-3250D	Heavy units Only	
Masters of the Arcane	3)	800D	3-4-4	5000-5500D	5000-5500D	Arcane & Support characters	
Orcus Domini	3)	800D	2-3-2	5000-5500D	5000-5500D	*Light units	

CIVILIS LEAGUE OF ORUS

Req: 5%
Prize: 3000-5500D
Name: Plated Circuit

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
Civilis Orus I	1)	200D	4-4	500-550D	500-550D	Summoner & Undead Caster
Civilis Orus	1)	200D	3-3	500-550D	500-550D	Summoner & Undead Caster
Civilis Orus II	2)	200D	3-5	500-550D	500-550D	Summoner & Undead Caster
Civilis Orus IV	2)	200D	2-3	500-550D	500-550D	Summoner & Undead Caster
Civilis Orus V	3)	200D	1-1	500-550D	500-550D	Summoner & Undead Caster
Civilis Orus VI	3)	200D	2-4	500-550D	500-550D	Summoner & Undead Caster

FLAME & FROST LEAGUE

Req: 5%
Prize: 3000-5500D
Name: Plated Circuit

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Requirement	*Prohibited
Embers of Exult	1)	1000D	3-1	5000-5500D	5000-5500D	*Light units	
Beastly Flame	1)	1000D	1-4-1	5000-5500D	5000-5500D	Beast units only	
Adversary's Pyre	2)	1000D	4-3	5000-5500D	5000-5500D	*Air Affinity	
Entrant's Fervor	2)	1000D	4-3	5000-5500D	5000-5500D	*Water Affinity	
Curse of Miscreation	3)	1000D	2-1	5000-5700D	5000-5700D	*Summoner & Undead Caster	
Devouring Lament	3)	1000D	3-2	5000-5700D	5000-5700D	*Air Affinity	

PIECE OF MIND

Req: 5%
Prize: 3000-5500D
Name: None

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Requirement	*Prohibited
Ad initio	1)	350D	4-3	500-750D	500-750D	Heavy units only	
Coram Non Iudice	1)	350D	4-3	500-750D	500-750D	*Summoner & Undead Caster	
De Lege Lata	12)	350D	4-3	2000-2500D	2000-2500D	Light units only	
In Terrorem	12)	350D	2-3	2000-2500D	2000-2500D	Fire Affinity	

THE ONSLAUGHT

Req: 5%
Prize: 3000-5500D
Name: None

Battle Name	Points	Entry Fee	Teams(VS)	Prize (Valens)	Prize (Ursula)	Prohibited
The Onslaught		2500D				
first wave	(2)		2-5-3-4	5000-5700D	5000-5700D	Arcane, Support characters
second wave	(2)		1-5-3-4	5000-5700D	5000-5700D	Arcane, Support characters
third wave	(2)		1-5-4-4	5000-5700D	5000-5700D	Arcane, Support characters

CHAPTER III

WINDWARD STEPPES

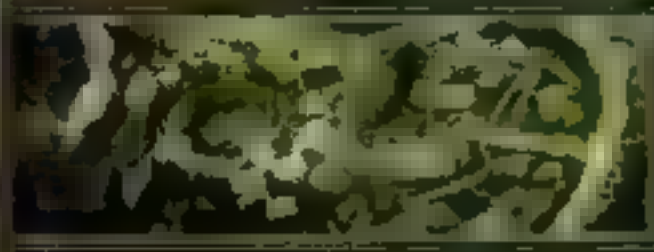


HISTORY

These barren and seemingly endless plains were virtually uninhabited for many years, but all that changed once a handful of brave adventurers carved trails through the imposing Baitan Mountains. This finally opened the rest of the lands to the massive plateau of the Windward Steppes. Unlike Nordagh and Imperia, however, the Steppes never became densely populated; instead, its citizens live in traveling tented communities. During the Imperial conquests, this vast land was the first to be subjugated by Imperia's massive army, because there was little organized resistance.

After the Great War, the Imperial military occupation retreated. The Windward Steppes is now the home of nomads and outcasts. It can be a dangerous place, filled with bandits and others who prey upon travelers for their way of life.

Now there is limited access to the Steppes through a few well-traveled mountain passes. And only adventure seekers and expertly trained gladiator schools spend their time wandering through these plains because the merchants here have access to goods from many far away lands. Strange and powerful weapons can be purchased in the Windward Steppes and these items have been showing up in the games in Imperia.



YUSET

As soon as you arrive in Yuset, the locals will force you to enlist an Archer in your ranks. You'll find a promising recruit, Eiji, in the outskirts of town, but that's no reason not to recruit another, if you see a good one in the recruiting office. Eiji is more of an Amazon anyway, and doesn't have access to a lot of good Archer weapons.

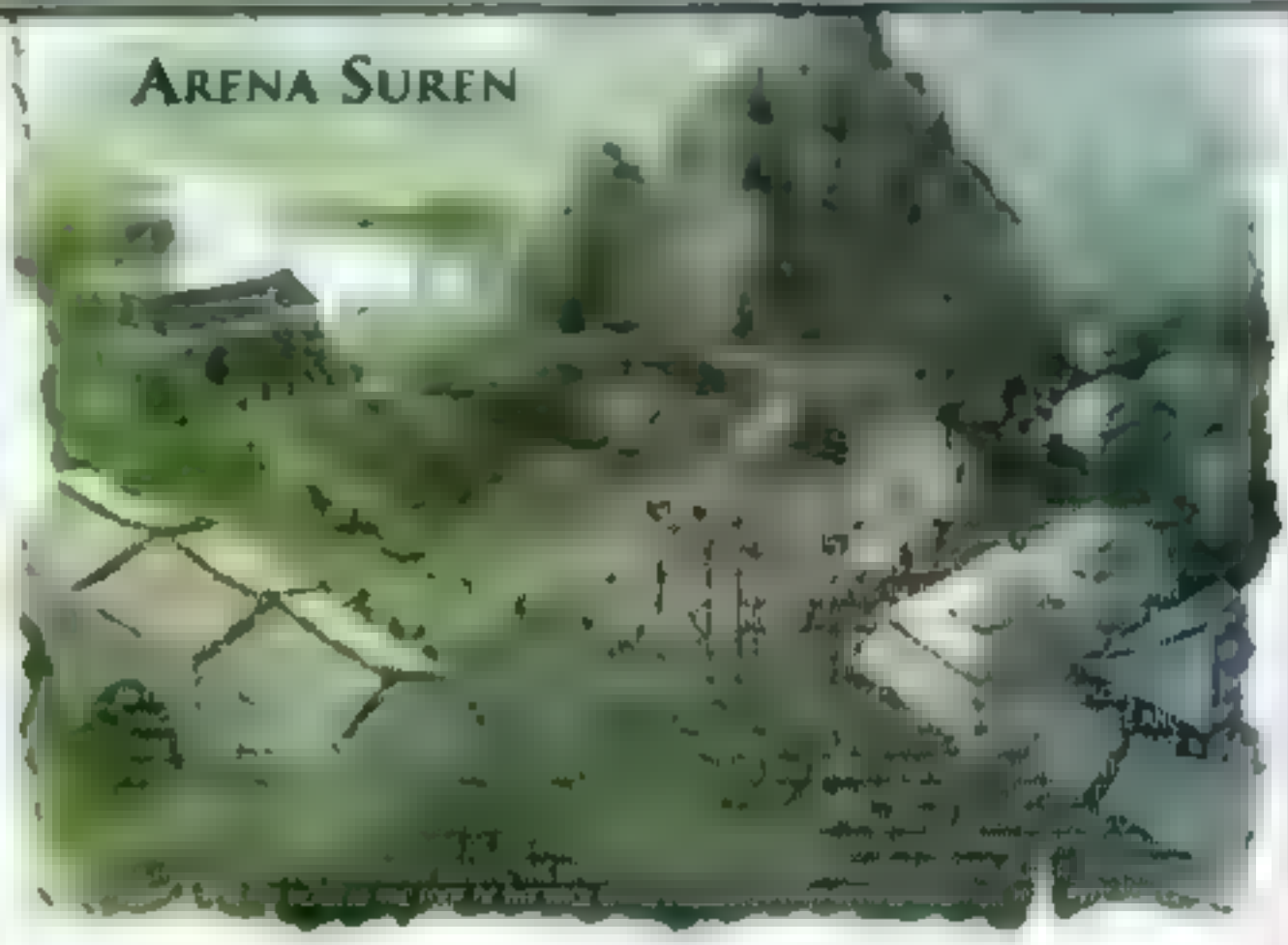
In addition to Archers, you can recruit an Ogre (a Samnite-esque heavy unit) and a pair of Plainscats here. When your troop is ready, enter the Archer Nya league and clear all three battles to earn your Tausman.

CHARACTER RECRUITMENT				
Name	Classification	PRM	SNG	
Bhatsk	Bandit	900	90	
Ehterine	Plainscat	900	90	
Florgyn	Wolf	950	95	
Helrax	Ogre	1000	100	
Jhunago	Samnite	1000	100	
Jogesh	Wolf	1050	105	
Kasser	Archer	1050	105	
Mehkari	Samnite	1050	105	
Nukus	Plainscat	1000	100	
Qhualo	Scout	900	90	
Qhurin	Bandit	850	85	
Vakga	Ogre	1050	105	

NOTE: Cost is per recruitable character level.
PRM=Cost for permanent recruitment
SNG=Cost for single battle

After that, you'll have to attempt the Featherweight Fight battle of the King of the Hill Ke, before the other leagues open up. (The Heavyweight league won't appear until you complete the Lightweight league in the Wastes.)

You have almost no freedom in choosing your path in the Steppes. Each town's Tournament prize is a prerequisite for each other town's leagues, so you'll need to complete the towns in the following order: Yuset, Aitahrn, The Wastes and Ononhaar.



ARENA SUREN

YUSET HISTORY

The biggest city in the Steppes, Yuset has been partially stripped of its heritage after its occupation by the imperial army. One remnant of its past is the giant archway at the city's end, where a constant nomad presence resides. As one group of nomads moves on, another moves in and the cycle continues in the hope that their ancient culture will not be totally forgotten. Other than being a nomad stronghold, Yuset is surrounded on both sides by the Batan mountain range with rolling hills and cliffs alike. Yuset is not a very hospitable place for visitors from other lands, as the constant flow of nomads through the town gives the locals all they need to survive. But those who persevere will find that this unique town has much to offer that cannot be found elsewhere in the lands of Gradius.

LEAGUE STRATEGY

ARCHER NYA

Most of your opponents begin with a significant terrain advantage, so if your plan is to stay on the ground and trade projectiles, you're going to lose. Remember that Murmillos and Indead Legionnaires have skills that make them resistant to projectiles, and because you'll be seeing a lot of support characters from this point on, they'll be key players. Teach your Murmillo Arrow Guard (and Incoming if possible), and have him or her lead the charge on the hill accompanied by a lies with high defense and mobility in round 1.

The Pellast and Gungnir battles are a little easier, because you're usually safe from enemy ranged attacks when you're at the foot of the hill.



Archery M1-34444

Req: 0% None

Prize: 100-1000D Item: Archer Nya Talisman, Flaming Bow, None

Prize: 100-1000D Item: Archer Nya Talisman, Flaming Bow, None

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Item	Prohibited
Archers Ke	11	0D	4 4	1000-500D	War Hero	Summoner & Undead Caster
Asperia Peitasts Hye	14	0D	5 5	1200-1800D	Ansuz	Summoner & Undead Caster
Nordagh Gungnir Ju	11	0D	6 6	1500-2300D	Master's Belt	Summoner & Undead Caster

King of the Hill M101-34444

Req: 0% Archer Nya Talisman

Prize: 5000-15000D Item: Sligt, Weighted Mallet, Beast's Shield, None

Prize: 5000-15000D Item: Sligt, Weighted Mallet, Beast's Shield, None

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Requirement / Prohibited
Weatherweight Threat	12	0D	4 4 4	2500D	Ursula, Valens, Ular & Ludo only
Hopper Rywigo	13	0D	4 4 4	2500D	*Summoner & undead Caster
Hopper Chi	7	0D	4 4 4	2500D	*Summoner & undead Caster
Open Throne Gyo	2	0D	4 4 4	2500D	*Summoner & undead Caster
Moving Mountains Kyo	7	0D	4 4 4	2500D	*Summoner & undead Caster

Best 20 M101-34444

Req: 0% Archer Nya Talisman

Prize: 100-1000D Item: Leather Collar, Jade, Silken Collar

Prize: 100-1000D Item: Leather Collar, Jade, Silken Collar

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Requirement
Us Bears	21	0D	2 4 4	100-500D	Barbarian, Gungnir, Ular only
My Cats	12	0D	2 4 4	100-500D	Barbarian, Gungnir, Ular only
Water Beasts Chi	13	0D	2 4 2	100-500D	Barbarian, Gungnir, Ular only
Nary Wolves	12	0D	2 4 4	100-500D	Barbarian, Gungnir, Ular only
U Beasts	12	0D	2 3 2 3 2	100-500D	Barbarian, Gungnir, Ular only

War of Wounds M101-34444

Req: 15% Archer Nya Talisman

Prize: 100-1000D Item: Inflammatory Eggs Su badge, Lion's Pelt, Ten Cat's Claw

Prize: 100-1000D Item: Inflammatory Eggs Su badge, Lion's Pelt, Ten Cat's Claw

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Prohibited
Heavy Hitters Ra	3	0D	3 3 3	200-1000D	Summoner & undead Caste
Eight N	1	0D	3 3	200-1000D	Summoner & undead Caste
Sil Tu	2	0D	3 3	200-1000D	Summoner & undead Caster
Qat Zo	2	0D	2 3	200-1000D	Summoner & undead Caster
Foundation Mu	11	0D	3 3 3	200-1000D	Summoner & undead Caster

War of Wounds M1-34444

Req: 0% Lightweight badge

Prize: 100-1000D Item: Crescent Moon, Horned Shield, Horned Throat, Barish's Scalp

Prize: 100-1000D Item: Crescent Moon, Horned Shield, Horned Throat, Barish's Scalp

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Item
ster Mayhem	1	0D	5 5		Horned Shield, Strength Armor
en Season Bya	12	0D	3 3 3 3	300-4000D	Armored Suit, Tou-Fung
has Toys Gwa	1	0D	5 5		Decorated Iron Plate, Casus

Prohibited: Summoner & Undead Caster

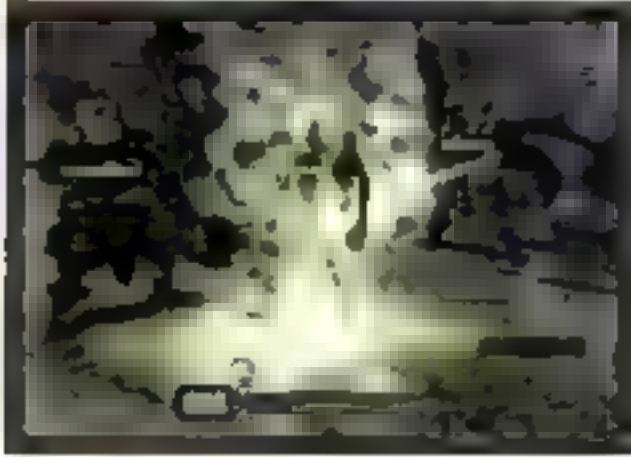
Bring some heavies to the Nordagh Gungnir Ju fight, because the Gungnirs will turn into bears as soon as they lose their line-of-sight.

King of the Hill



A hill with eight spots makes for some strange King of the Hill battles. You want to get as many of your guys on the hill as possible, positioned so they can attack and kill enemies from opposing teams. Characters with access to ranged abilities are good here, and make sure to focus your attack on the weakest link of whatever team's doing best. If you can get three tough fighters on the hill, and take out one or two of your opponents, you'll be in good shape. In later bouts, where enemies get heavier and tougher, you might want to change your strategy and simply try to score points by getting there first and using skills like On Guard to run down the clock. Note that in addition to the cash prizes, each of these battles awards the winning team with a random piece of equipment.





INFLATIONARY EGOS SU

This league offers two standard battles, two Vandal battles and a Points Battle. Competing is a necessity, since the Inflationary Egos Su badge is one of the prerequisites to enter the Strepes Championship.

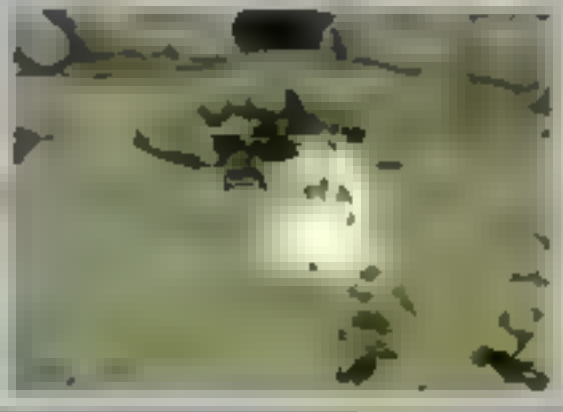
The Points Battle is worth three battle points, so it's well worth the difficulty of ousting with two heavy gladiator-fied teams. Use heavies of your own, especially ones who can hit multiple foes with skills like Sweeping Attack. You might also want to use Ursula, whose Spell Blast can be an instant win, or any Archers who know the Volley skill. Note that hit points are unlimited here, so don't worry about losing your heavy hitters. Protect Ursula from the heavies' powerful strikes and let her unleash spells from a distance.

In the Vandal Battles, Archers make great teammates, for their ability to smash barriers from a long distance away. Target the ones closest to your opponents first to slow their plans down.



Rank	Score	Player
1st	10000	Gladiator
2nd	8000	Warrior
3rd	6000	Mage
4th	4000	Archer
5th	2000	Healer
6th	1000	Support
7th	500	Defender
8th	250	Offender
9th	100	Specialist
10th	50	Wildcard

Wanda / Vandal
Prize: 500-10000D
Items: Legacy of Singh Ra Thar, Half Moon, Silk Cap, Ingwar, Dagger



ALTAHRUN



ALTAHRUN RUINS



SHOPKEEPER QUEST

There is a shopkeeper quest of sorts here, although the only thing you win for it is a brief. Talk to Tolu at the Crag after clearing the Loch Affinity League, and ask her if there are any special battles going on. She'll schedule one for four days later, in the history of the frontier league. It's called "Ringer" battle, and the point is to kill each other team's leaders without losing yours. Stay far away from the two teams in the west, and concentrate on killing the leader of the nearby team, until one team loses on the other side of the field. Your prize is the equipment you win from the battle, and a lot of backtalk from Tolu the next time you speak to her.

LEAGUE STRATEGY

Underneath all the purple electricity shenanigans, the Dark Legionnaires you face in the first round of this series aren't much different from regular Legionnaires. They don't do too much damage, but you'll need to use accurate attacks and score some critical hits to penetrate their strong armor. The second match-up is against a pack of beasts, so swap out the medium types and bring in the heavy hitters (and a support character or two). The same squad will be effective against the single Greater Plainscat in the third round.

In the final two rounds, you'll be battling against two teams of enemies. You start right in the middle, and there's no easy way
(continued on page 94)

Follow the path from Yuset, and turn right at both forks to reach Altahrn. The Legacy of Singh is Than badge, won at the Yuset Tournament, is the key to entering the Loch Affinity league. And, the Loch Affinity Tournament you win there is the key to everything else in Altahrn (except the Mystical Zo league, which has no requirements). You need to win the Dreamcatcher badge from the tournaments here before you can enter any leagues in the Wastes, which is further east of Altahrn.

CHARACTER RECRUITMENT

Name	Classification	PRM	SNG
Andren	Wolf	850	85
Grubbe	Mongrel	1050	105
Imier	Archer	1200	120
Joshu	Bandit	900	90
Khafu	Secutor	1000	100
Kipaku	Savvite	1150	115
Orlind	Mongrel Shaman	1400	140
Plensur	Channeler	1300	130
Saku	Beast	950	95
Kohu	Mongrel	900	90
Yaku	Mongrel Shaman	1000	100

NOTE: Cost is per recruitable character level.

PRM=Cost for permanent recruitment
SNG=Cost for single battle

DMF: THE CAG

ALTAHRUN HISTORY

The Altahrn Ruins is the oldest site in all of the lands to host battles. The details of the construction of the arena are lost in the annals of time, but it is said that the cities here once rivaled those in Imperia.



of making them fight each other if you try to start on the little log at the south end of the placeable area, you'll just end up with no room to maneuver when both teams come gunning for you. Suck it up and fight 'em both.

LEAGUE OF THE FRONTIER



If you recruit a Cyclops into your school, you'll be glad you conquered this league. Everyone will have to do this league eventually, as the badge you receive is one of the prerequisites for entering the Championships.

The first battle is a standard brawl, at least as standard as any fight with the undead can be. Use your Affinity Specialists and blast them out of the game. The second fight adds a twist: statues that rotate around breathing fire on adjacent squares. They're easy to avoid if you keep an eye on them, and it can be fun to trap clueless opponents in their path. The other battles are pretty standard stuff, just form a strong defense and let your foes come for you.



LEAGUE OF THE FRONTIER

Rank: 100% (100%)
 Points: 100 (100%)
 Items: 100 (100%)
 Name: Jochi Affinity Tallyman, Death's Head, Horn Hammer

Battle Name	Points	Entry Fee	Teams(V/S)	Price	Requirement, Prohibited
Jochi Affinity Series		0D			
Enter the Darkness	(1)	0D	1-4-4		None
Beasts Rule Mu	(1)	0D	1-4-4		None
Air Extra Iyo	(1)	0D	1-4-1		None
Lone Wolf He	(1)	0D	1-4-2-2		None
Darkness Rising	(1)	0D	1-4-2-2		None

LEAGUE OF THE FRONTIER

Rank: 100% (100%)
 Points: 100 (100%)
 Items: 100 (100%)
 Name: Scorching Skull Cap, Warrior Set, Traveler's Vase

Battle Name	Points	Entry Fee	Teams(V/S)	Price	Requirement
Undead Spellcasters	(3)	0D	1-4-4	300-4300D	Arcane only
Gaidr Spellrasters	(2)	0D	1-4-4	300-4300D	Arcane only
Mongrel Madness	(1)	0D	1-4-4	300-4300D	Arcane only
Summoners Styx	(3)	0D	1-4-4	300-4300D	Arcane only
Channeler Spellcasters	(2)	0D	1-4-4	300-4300D	Arcane level 10 only

LEAGUE OF THE FRONTIER

Rank: 100% (100%)
 Points: 100 (100%)
 Items: 100 (100%)
 Name: History of the Frontier badge, Scorching Skull Cap, Blindman's Eye

Battle Name	Points	Entry Fee	Teams(V/S)	Price	Items
Battle for Mabaas River	(1)	0D	5-5	700-4000D	Ivory Anklet, Scalomali Guard Silk Cap, Warlord's Shield Prohibited: Summoner, Undead Caster
Battle for Volcano Aduro(1)		0D	5-5	350-5850D	Xan, Snakekin Armband, Horned Shield Prohibited: Summoner, Undead Caster
Battle for Utasan Gorge (1)		0D	4-4	400-5000D	Full Del, Reserve Bow, Silk Cap Prohibited: Summoner, Undead Caster
Imperial Ringers	(0)	0D	3-3-2-3	400-500D	Horned Thracian, Liberation, Throwing Axe Required: From Imperial Only Prohibited: Summoner, Undead Caster
Nordagh Ringers	(0)	0D	3-3-2-3	400-500D	Horned Thracian, Liberation, Platemail Bikini Required: From Nordagh Only Prohibited: Summoner, Undead Caster
Repel the Yelus	(1)	0D	4-4	200-6000D	Poison Axe, Silk Fez, Jade, Hard Leather Shield Prohibited: Summoner, Undead Caster

LEAGUE OF THE FRONTIER

Rank: 100% (100%)
 Points: 100 (100%)
 Items: 100 (100%)
 Name: Warlord's Shield, Gama, Phoenix Feather

Battle Name	Points	Entry Fee	Teams(V/S)	Price	Items
All His Children Ga	(1)	0D	5-5	250-2000D	Horse Tooth Prohibited: Summoner, Undead Caster
Dark Beasts Hyu	(1)	0D	4-4	350-3350D	Fang, Slig, Rounded Axe, Flaming Bow Prohibited: Summoner, Undead Caster
Dark Militia Bu	(1)	0D	4-4	350-3350D	Fang, Slig, Rounded Axe, Flaming Bow Prohibited: Summoner, Undead Caster
Dark Militia Il	(1)	0D	5-5	350-3350D	Fang, Slig, Rounded Axe, Flaming Bow Prohibited: Summoner, Undead Caster
Dark Militia Tya	(1)	0D	5-5	350-3350D	Fang, Slig, Rounded Axe, Flaming Bow Prohibited: Summoner, Undead Caster
Mutations Wo	(1)	0D	4-3	350-3350D	Fang, Slig, Rounded Axe, Flaming Bow Prohibited: Summoner, Undead Caster

You'll need at least a trio of Arcane characters to have a shot at **Mystical Zo**, but you won't lose out on much, prize-wise, if you skip it. If you do choose to challenge, use as many Channelers as you can (they should be easy to recruit locally), and annihilate your foes by using Steal Affinity power yourself while simultaneously piling the opposition.



1. What is the purpose of the study?
 2. What are the research questions?
 3. What is the significance of the study?
 4. What are the limitations of the study?

1. $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$
 2. $\frac{1}{2} \times \frac{1}{4} = \frac{1}{8}$
 3. $\frac{1}{4} \times \frac{1}{4} = \frac{1}{16}$
 4. $\frac{1}{4} \times \frac{1}{8} = \frac{1}{32}$
 5. $\frac{1}{8} \times \frac{1}{8} = \frac{1}{64}$
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 71. $\frac{1}{708775575351104} \times \frac{1}{708775575351104} = \frac{1}{47223664828696452136$

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 Suite 1000
 Houston, TX 77036
 Telephone: 713/865-1234
 Telex: 123456
 Fax: 713/865-1234

Prohibiting Nonmember Unilateral Election

Published: Summer, Goodland Center

Entry Fee: \$5
 Team: (2) 3rd & 4th
 Title: **Best**
 Equipment: 3 Line
 Winner: **Samuel Underhill**

Prize: 600-5600
 Name: Dreamcatcher badge, Ann, Hornet's
 Shield, Canada Feather, Wing Hat

Battle Point:

[illegible][illegible]

Jayde Pinker:
Impassioned Blogger: All tournament, unfatigably
 No 50, history of the Premier & Open Grands
 Prix, British Summer, Under Castle

Entry Fees: \$1000
Prize Points: 2
Restrictions: Shotgun, Pump Action, 12 Gauge
Open Season: All Year Long & Open Season
Prohibited: Summer, Closed Season

Grease / Walrus
Price: 50000 per bottle
Items: Prices: Chapter, The Cat's Claw,
 Bottle, Bottle, Bottle, Bottle

THE WASTES

This small encampment is somewhere in the field north of where the east road ends, and can be a little tricky to find. The league selection is limited now, but as with most Windward Steppes towns, many new ones will be added in later chapters of your quest. You'll need to conquer the Amazon Tyl league to open up the other two, only one of which must be conquered to unlock the Tournament Beating Amazon Tyl will also earn you the right to recruit Amazons from the Recruiting Office.

WANDERING SOUL

Name	Classification	PRM	PRM
Ahaga	Wolf	900	90
Davhla	Somalia	1200	120
Eeg	Plainscat	950	95
Ghon	Bondit	950	95
Hecma	Plainscat	1000	100
Jahke	Amazon	1000	100
Jhaura	Amazon	1250	125
Naphu	Wolf	1000	100
Nekvna	Archer	1000	100
Qeyer	Archer	1000	100
Sabha	Somalia	1000	100
Yhekl	Bondit	900	90
Yujin	Secular	1000	100
Zhurak	Archer	1000	100

NOTE: Cost is per available character level.

PRM—Cost for permanent recruitment.

PRM—Cost for single battle.

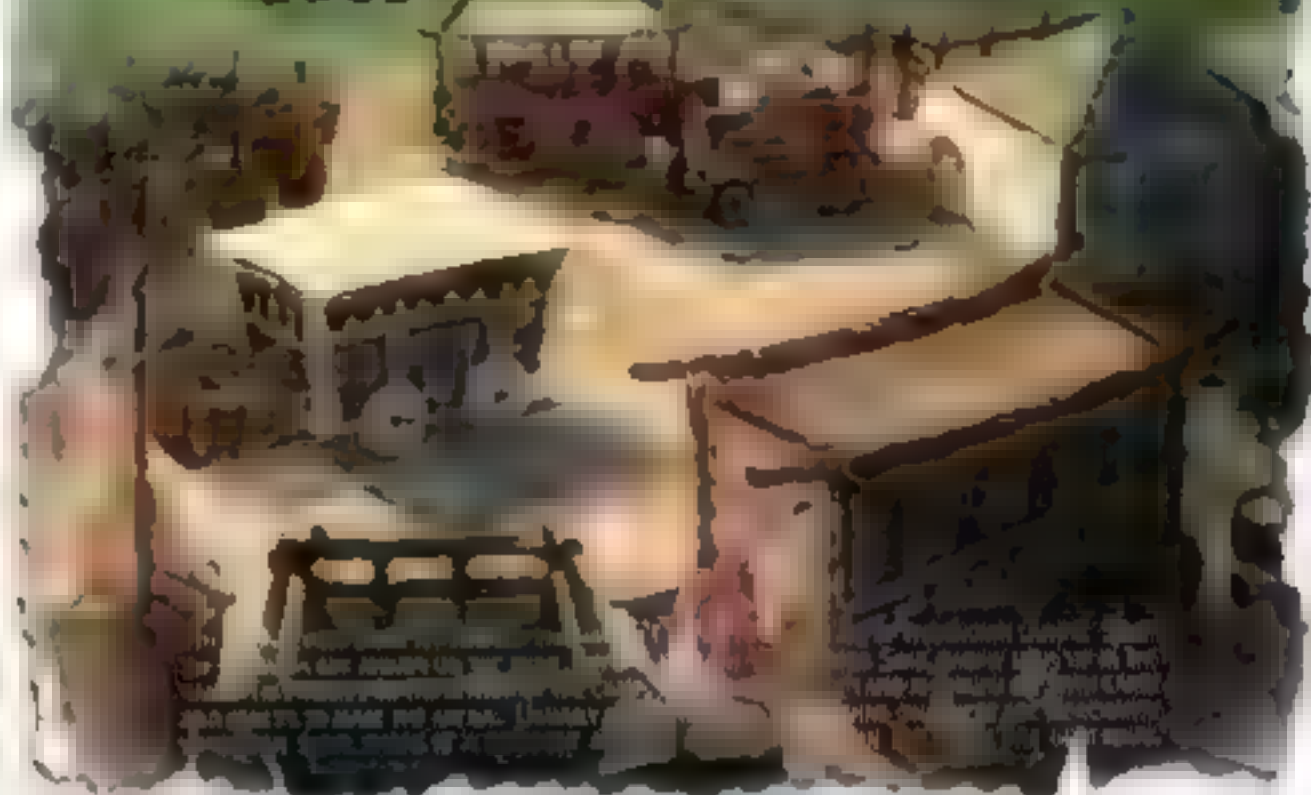
WANDERING SOUL

THE WASTES HISTORY

The Nomads of the Wandering Soul have traversed the Wastes for hundreds of years. Even when rulers try to lay claim over their lands, the people of the Wastes remain Nomads. The Nomads are said to be as strong as the land upon which they live. Hunters and crafters make up most of the population, although they have very strong warriors as well.

If people are found wandering the Wastes without protection or an obvious purpose, the Nomads will take them. If those brought to the community try to escape, the Nomads will throw them in one of the battles in the arena. Usually after surviving a battle or so, these people come around and settle in to life as a Nomad.

WANDERING SOUL

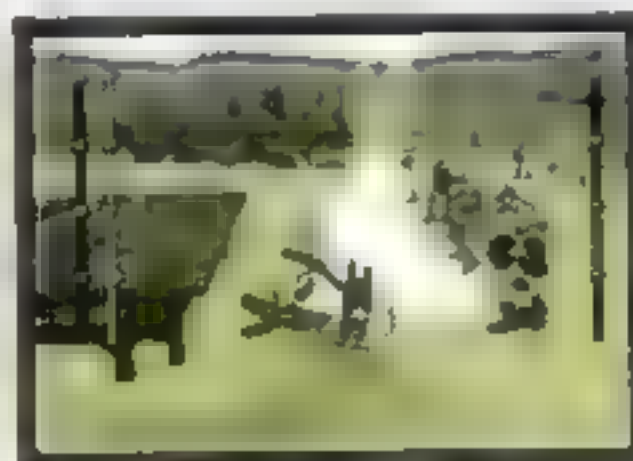


LEAGUE STRATEGY

AMAZON TYL

Your players in this league are limited to females, and... Ludo? No, Ludo doesn't have a dark secret to share. He or Jrian will have special storyline events in this league. If your party is lacking in strong females, you have no choice but to hit the recruitment offices. I hope you enlisted a female Mummillo in Imperia, because they're great here.

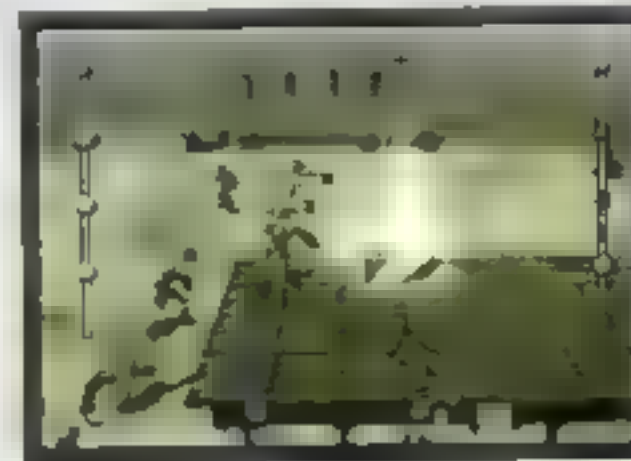
Don't get confused by the barrels in many of these fights. This isn't a Vandal Battle. The Barrels are explosive and a well-placed arrow can do light damage to a number of your foes. Keep a safe distance from them because your foes will use the same trick.



OTHER LEAGUES

Earning your second cup should be a snap. If you have enough light units, you can enter the "Secular Seculors" battle of the Lightweight league and take it in one fight. If you don't have enough light units to win that fight, there's no point doing the rest of the league, because the other battles don't offer enough points to earn the cup. Once again, you can exploit the exploding barrels in the arena, if you have access to ranged attacks, like Throw Weapon. Beating this league will open up the Heavyweight league in Yuset.

If you're light on the fights, you have no choice but to fight all the way through the Nomad Shu. That isn't so tough, because you can always hang back and let the other teams fight amongst themselves.



ONONHAAR

If you take the left fork from the path out of Yuset, you'll end up here. There are good shopping and recruitment opportunities here for all, but you'll need the Break the Bank badge from the Wastes to play in the Leagues.



CHARACTER RECRUITMENT			
Name	Classification	PRM	SNG
Chigha	Archer	1150	115
Idarodo	Ogre	1300	200
Ipuky	Mongrel Shaman	950	90
Jhubafen	Secutor	1100	100
Pheltweng	Secutor	1000	100
Tougka	Samite	1200	120
Tough	Archer	1050	105
Zhuytak	Mongrel Shaman	1100	110

NOTE: Cost is per recruitable character level.

PRM=Cost for permanent recruitment
SNG=Cost for single battle

WINDWARD STEPPES

ONONHAAR HISTORY

Ononhaar is the smaller of the two biggest settlements in the Windward Steppes and, because of its intact heritage, is the more respected of the two. People settled in Ononhaar because of the plentiful hunting, which means there is always an abundance of food on the table. The citizens here live a peaceful, meditative life, between hunting for food on the Great Plains and trading with other settlements in the Windward Steppes. Over the past few decades, however, the food supply has been diminishing and the people of Ononhaar are considering a move to another area of the Great Plains. Ononhaarians are a cerebral people and tend to be more impressed with technique and the art of combat than they are with unskilled bloodshed.



LEAGUE STRATEGY

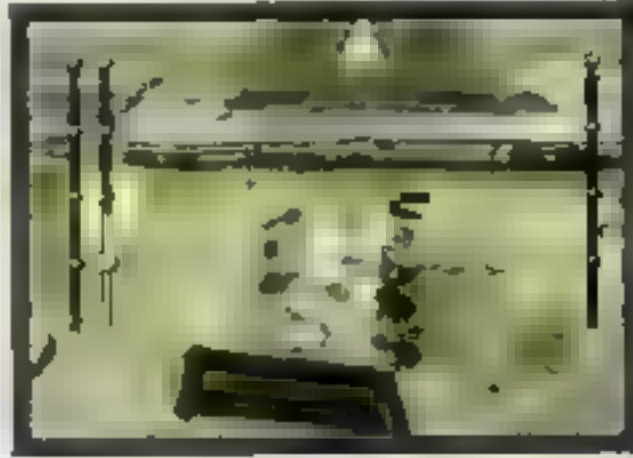
ENDING PRINCE

You fight nothing but wave after wave of Archers in this Endurance Series. In Round 1 you get the luxury of selecting your characters starting placements, but not in the other three, and the Archers typically start about five squares away. For that reason, your troop should consist entirely of characters with skills like Running Attack that can close the distance in a turn or two. You could use support characters of your own, but they would just be shot down by your opponents. By engaging the enemy Archers in melee combat instead, they'll be forced to use their low-powered Move-Shoot instead of deadlier attacks.



OTHER LEAGUES

Given the choice between the **Cat Fight Sho** and **Open Ghazan**, you should choose the latter, since it offers one of the three badges you need to enter the Championship Tournament. The Cat Fight is a brutal five round Survival Series full of Archers, Amazons, Channelers and Galdrs. With only your limited assortment of female characters to choose from, it's hard to endure round after round of long range attacks from distant foes. Fortunately, **Open Ghazan** is much easier. Since the battles are for two characters only, it's easy to meet the entrance requirements. And since they all feature multiple teams, you can always hang back and let the opposing teams fight each other. Best of all, each victory earns you a valuable piece of equipment.



PHOENIX RINGS 1111-1234567

Rank: **Rank: 1000** Break five Rank badge:

Prize: **Prize: 1000** Items: Ring Range Teller, Ashen Belt, Padded Cap, Recurve Bow, Flaming Bow

Prize: **Prize: 1000** Items: Ring Range Teller, Ashen Belt, Padded Cap, Recurve Bow, Flaming Bow

Battle Name	Points	Entry Fee	Teams(VS)	Price	Requirement
Firing Range		0D			
Firing Range Wave 1	(1)		1-5 2		None
Firing Range Wave 2	(1)		1-5 3		None
Firing Range Wave 3	(1)		1-5 5		None
Firing Range Wave 4	(1)		1-5 5		None

PHOENIX RINGS 1111-1234567

Rank: **Rank: 1000** Break five Rank badge:

Prize: **Prize: 1000** Items: Moon Charm, Squigled Robe, Slayer, Hard Leather Shield

Prize: **Prize: 1000** Items: Moon Charm, Squigled Robe, Slayer, Hard Leather Shield

Battle Name	Points	Entry Fee	Teams(VS)	Price	Requirement
Colt Fight Sho		0D			
Shot Down	(1)		1-5 4		Female units only
Open Battle ZI	(1)		1-5 3 2 2		Female units only
Hannetiers Ru	(1)		1-5 4		Female units only
Amazons Ne	(1)		1-5 4		Female units only
Put Down the Riot	(1)		1-5 3		Female units only

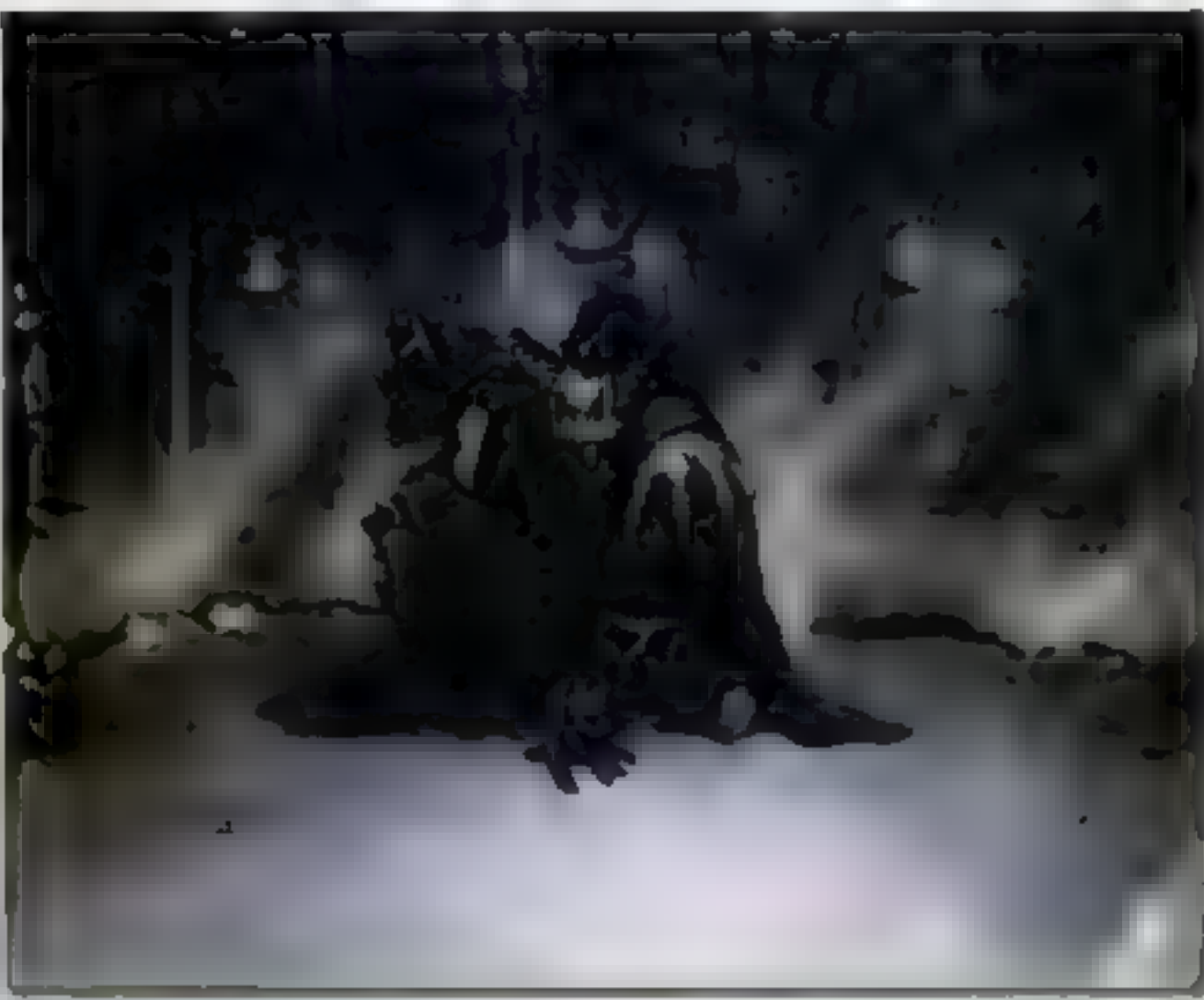
PHOENIX RINGS 1111-1234567

Rank: **Rank: 1000** Break five Rank badge:

Prize: **Prize: 1000** Items: Open Ghazan badge, Plumber, Slayer, Lacquered Shield, Scalomed Guard

Prize: **Prize: 1000** Items: Open Ghazan badge, Plumber, Slayer, Lacquered Shield, Scalomed Guard

Battle Name	Points	Entry Fee	Teams(VS)	Price	Item	Prohibited
Beasts Ghazan	(1)	0D	1-2 2 2	900-1100D	Wind Collar	Beasts only
Heavyweight Ghazan	(2)		1-2 2 2	500-1250D	Horned Shell	Heavy only
Lightweight Ghazan	(1)		1-2 2 2	350-1200D	Snakekin Armband	Light only
Middleweight Ghazan	(2)	0D	1-2 2 2	400-1050D	The Crusher	Heavy only
Mystics Ghazan	(3)		1-2 2 2	400-1050D	Moon Charm	Arcane only



PHOENIX RINGS 1111-1234567

Rank: **Rank: 1000** Break five Rank badge:

Prize: **Prize: 1000** Items: Ring Range Teller, Ashen Belt, Padded Cap, Recurve Bow, Flaming Bow

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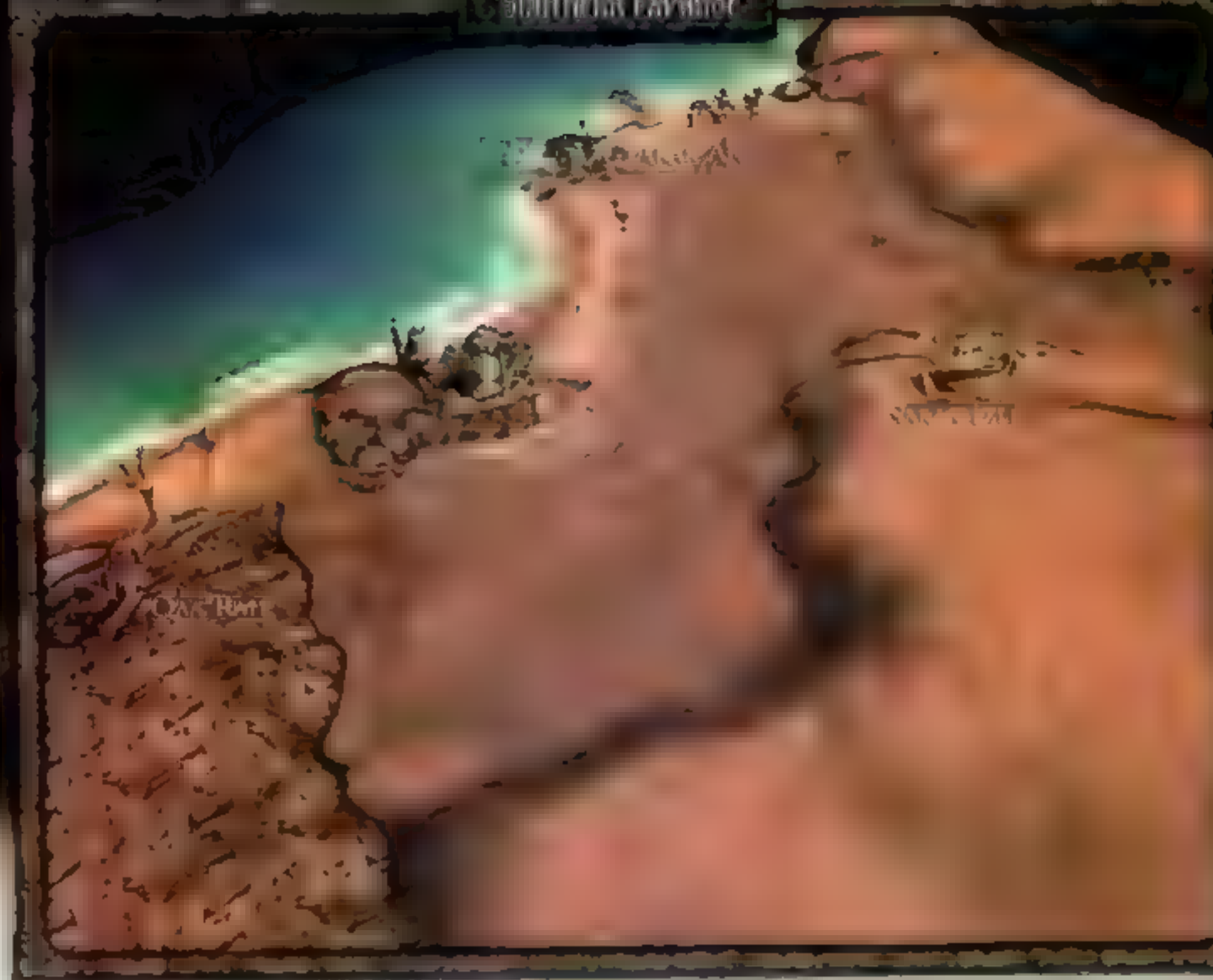
Prize: **Prize: 1000** Items: Ring Range Teller, Ashen Belt, Padded Cap, Recurve Bow, Flaming Bow

Prize: **Prize: 1000** Items: Ring Range Teller, Ashen Belt, Padded Cap, Recurve Bow, Flaming Bow



CHAPTER IV

SOUTHERN EXPANSE



HISTORY

Across the sea to the south of Imperia is a dry, arid land with sparkling cities adorning the coastline. Not much is known about this desert region in the rest of the lands of Gadius, but it is rumored to be source of dark magic. This area caused much concern for Imperia during its days of conquest, and the Imperial invasion took years to conquer the land.

Even after the Great War, Imperia's presence is still felt in the Southern Expanse, as the land's history has been forever altered. The grand architecture and mystique of the major cities have never been fully restored, and now there are fewer heavily populated areas as many chose to abandon the cities in fear of another Imperial attack.

Many travelers have returned from voyages to the Southern Expanse telling tales of men who could summon fire from the ground and bend it to their will. Whether the stories of evildoers are true or just a way to keep business controlled by a few powerful merchants, trade between the Southern Expanse and other lands is rare.

AKAR AN

PALACE IBLIS



AKAR AN HISTORY

Akar An is a bustling river city situated near the bordering Windward Steppes and therefore does some trading with the nomads of the East. Akar An's anger with Imperia runs deep as the royal families of the city were imprisoned or killed during the war with the North. It not only ended Akar An's royal lineage, but changed the entire city forever. Now, Akar An's royal palace is used to train warriors in the graceful ways of the Dervish. Those who graduate from the Palace Academy are viewed as elite warriors, the closest thing to royalty that still exists in Akar An.

SHOPKEEPERS QUEST

At the Oasis, you'll find a shopkeeper who loves to gab. Ask him about the Dervishes, and he'll set up the Test of the Underclass league for seven days later. This is a single, tough battle that pits four of your best against six Dervishes. Victory earns you, among other things, Royal Garb armor that is fantastic for Dervishes.

Win or lose, talk to Nazin the shopkeeper twice more, and he'll set up the Test of the Middleclass in Qaa Rah five days later. That's a three-on-three fight, and you can set your starting positions to give your group a three-on-two advantage while the third wanders in, making it a little easier than the last fight. But don't surround your foes too closely, or they'll be able to hurt you all with their Whirlwind skills.

(continued on page 102)

Trouble awaits as soon as you set foot on the parched earth of the Southern Expanse. When you rush in to thwart a local mugging, your storyline characters will come face to face with a quintet of Bandits and Dervishes. They're lower level than you are, but if everyone fails in this battle it's Game Over, so you have to take it seriously. To prevent potentially serious backstabs, have your team start together and stay together. Don't worry about Gwazi, because the Bandits will forget about him when you appear on the scene. After the fight, Gwazi will join your party. He's a light gladiator with mostly Secular skills, but has very poor Accuracy. Avoid using him when you don't have to.

Name	Classification	PRM	SHG
Amoril	Channeler	1050	105
Banora	Samurai	1000	100
Bekstake	Service	1150	115
Ikuk	Cyclops	1300	130
Inalchuk	Channeler	1000	100
Karastjel	Samurai	1150	115
Kazma	Cyclops	1300	130
Lazige	Service	1000	100
Nari	Plainsman	950	95
Sabaki	Summoner	1300	130
Ulugh	Plainsman	1050	105

*Acquirable after visiting Sarai Gai.
NOTE: Cost is per acquirable character level.
PRM=Cost for permanent recruitment
SHG=Cost for single battle.

Akar An, your first stop, is just to the north. Here you can recruit exotic classes, like the Dervish and Cyclops, and earn the first of two Southern Expanse badges. The shop here is the starting point for a long side quest, and stocks a wide variety of weapons and armor, specializing in goods for light classes. You can also find a number of rare accessories at Aithaag's, which has set up shop just outside of town.





When you report that victory, Nazin will set up the final battle for three days later in the lost city of Saraa Izel. You can only reach this town after completing the tournament in Qaa Rah, so plan accordingly. This is a one-on-one fight against a Dervish who is much higher level than you are. Start far from your opponent, buff yourself with whatever tactics you have, and try to finish the Dervish with an all-out Combo Attack 4. Even your heartiest character won't survive more than two turns, so make sure you're capable of winning in that time frame. Your prize is Nazin's respect. Don't spend it all in one place.

THE DERVISH CHALLENGE

Not to sound like a broken record, but the fast-back-and-forth-kill-each-other strategy is as useful as ever in the first and fourth battles of this essential league. Another classic favorite, camping out diagonally to the statues, works like a charm at evening the odds in Enter the Darkness Tsu and the other straight fights.

THE SUMMONER'S CHALLENGE



In this Endurance series, you battle one Summoner and a pair of permanently summoned Affinity Beasts in each of the first rounds and a single high-level Summoner in the last. In case that's not funky enough, scattered statues freeze any characters within two squares in front of them, and the Summoners are fond of using Tornado to scatter character placements and drop them in front of the statues' icy glare. The Summoner is your primary target. Killing him won't make the beasts go away, but it will kill anything else he

OPEN AFFINITY PHIL 100000 7000000

Req: 0% None

Prize: N/A Items: Open Affinity Phil Talisman, Antenna, Summoner, Stampede, Winged Shield

Prize: N/A Items: Open Affinity Phil Talisman, Antenna, Summoner, Stampede, Winged Shield

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Items
Scrocco Pyo	(2)	0D	2 2 2	300-100D	Braced Armor, Wool Sikke
Desert Heal	(1)	0D	5 5	350-1000D	None
Enter the Darkness Tsu	(3)	0D	3 4	900-1450D	Prohibited: Summoner & undead Caster
Stench of Human Bha	(2)	0D	2 2 2	200-300D	None
Leaky Ji	(1)	0D	4 4	350-900D	Weighted Mallet, Desert Viper
					Prohibited: Summoner & undead Caster
					Herebra

OPEN AFFINITY PHIL 100000 7000000

Req: 0% Open Affinity Phil Talisman

Prize: N/A Items: Kinetic Staff, Talon of Safa

Prize: N/A Items: Kinetic Staff, Talon of Safa

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Prohibited
Summoners Endurance		0D			
Air Foc	(1)		5 3		Summoner & Undead Caster
Earth Foc	(1)		5 3		Summoner & Undead Caster
Fire Foc	(1)		5 3		Summoner & Undead Caster
Water Foc	(1)		5 3		Summoner & Undead Caster
Zabibi's Last Stand	(1)		5 1		Summoner & Undead Caster

OPEN AFFINITY PHIL 100000 7000000

Req: 0% Open Affinity Phil Talisman

Prize: N/A Items: Elephant Ave, Shark, Desert Tarnish, Seal's Disband

Prize: N/A Items: Elephant Ave, Shark, Desert Tarnish, Seal's Disband

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Items
Barebones	(2)	0D	1 1 3	500-1500D	None
Burning Frame	(1)	0D	4 4	400-1150D	Required: Arcane only
High Flying	(2)	0D	1 4 2	400-1200D	Naboot, Light Wrap
Open Ka	(1)	0D	1 2 2 2 2	300-1250D	Required: Arcane only
Ssima's Revenge	(3)	0D	4 4	350-3350D	Asaya
					Required: Arcane only
					Heavy Robes, Short Del, Shourm, Crystal Ball
					Required: Arcane only
					Ruby Earrings
					Required: Arcane only

OPEN AFFINITY PHIL 100000 7000000

Req: 0% Open Affinity Phil Talisman

Prize: N/A Items: Series Eye badge, Partisan, Quadrelle, Diamond Shield, Body Wrap

Prize: N/A Items: Series Eye badge, Partisan, Quadrelle, Diamond Shield, Body Wrap

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Prohibited
Team Challenge		0D			
Team Challenge	(1)		3 2 2		None
Troika	(1)		2 2 2		None
Double Dip	(1)		2 2 2		None
Flying Solo	(1)		1 1 1		None

OPEN AFFINITY PHIL 100000 7000000

Req: 0% Shapkeeper quest

Prize: N/A Items: Series Eye badge, Partisan, Quadrelle, Diamond Shield, Body Wrap

Prize: N/A Items: Series Eye badge, Partisan, Quadrelle, Diamond Shield, Body Wrap

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Items
Test of the Underclass	(1)	0D	4 6	200-400D	Royal Garb, Mark of Rank, Royal Garb

THE OTHER LEAGUES

[Faint handwritten notes on lined paper]

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Shusho / Yokozuna
Furigana: *ayano-ayano*
Inoue Chikage badge, Japan, Shinko
Osaka Port, Shin Nishu

THE UNIVERSITY OF CHICAGO PRESS


THE UNIVERSITY OF CHICAGO

1940

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 105. *Chlorophyll ayz* (Chl *ayz*)
 106. *Chlorophyll azz* (Chl *azz*)
 107. *Chlorophyll azaa* (Chl *aza*)
 108. *Chlorophyll abz* (Chl *abz*)
 109. *Chlorophyll acz* (Chl *acz*)
 110. *Chlorophyll adz* (Chl *adz*)
 111. *Chlorophyll aez* (Chl *aez*)
 112. *Chlorophyll afz* (Chl *afz*)
 113. *Chlorophyll agz* (Chl *agz*)
 114. *Chlorophyll ahz* (Chl *ahz*)
 115. *Chlorophyll aiz* (Chl *aiz*)
 116. *Chlorophyll ajz* (Chl *ajz*)
 117. *Chlorophyll akz* (Chl *akz*)
 118. *Chlorophyll alz* (Chl *alz*)
 119. *Chlorophyll amz* (Chl *amz*)
 120. *Chlorophyll anz* (Chl *anz*)
 121. *Chlorophyll aoz* (Chl *aoz*)
 122. *Chlorophyll apz* (Chl *apz*)
 123. *Chlorophyll aqz* (Chl *aqz*)
 124. *Chlorophyll arz* (Chl *arz*)
 125. *Chlorophyll asz* (Chl *asz*)
 126. *Chlorophyll atz* (Chl *atz*)
 127. *Chlorophyll auz* (Chl *auz*)
 128. *Chlorophyll avz* (Chl *avz*)
 129. *Chlorophyll awz* (Chl *awz*)
 130. *Chlorophyll axz* (Chl *axz*)
 131. *Chlorophyll ayz* (Chl *ayz*)
 132. *Chlorophyll ayz* (Chl *ayz*)
 133.

Prices vary slightly per bottle
Nectar: Kheon, The Sacred Mistle, Mighty Gums,
Sphinx Fountains

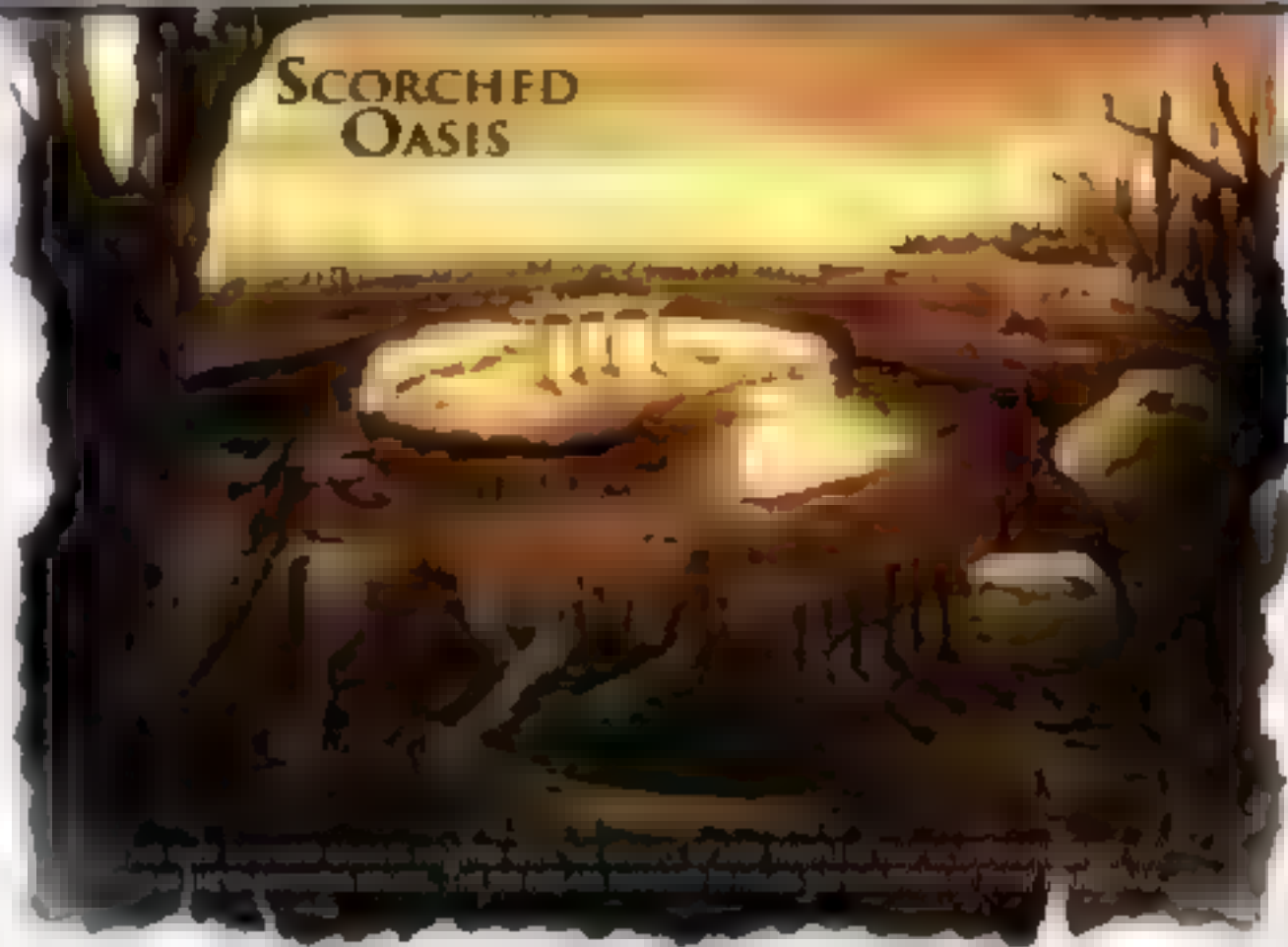


QAA RAH

At the other end of the path that took you to Akar An, you'll find Qaa Rah. You can gamble for big money in the Cash Money Gwa league, and if you've earned the Mirage badge in Akar An, you can get started earning the Southern Expanse's second championship badge (the Barn Burner) and tournament victory.

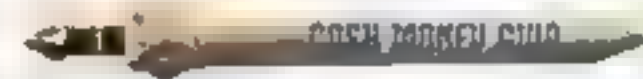
This is the only place where you can recruit Scorpion and Scarab beasts, but they won't appear in the Recruiting Office until you complete the Insect Ze league.

There's another interesting event that takes place in the desert of the Expanse. Walk towards the circling vultures, and you'll find a Dervish dying of thirst. Locate a nearby bottle of water, buried in the sand, and bring it to her. If you refuse her reward, she will teach your hero the Dervish Faith skill, which makes Ursula or Valens immune to bleeding while a Dervish is on the battlefield.



SCORCHED OASIS

LEAGUE STRATEGY



The league is all about the money. There are no prizes or cups to be won. To enter each battle you pay a steep upfront fee, and then do battle with three other teams on a field full of loaded treasure chests. Each chest contains around 20,000 Dinars, so you need to hit at least two or three to recoup your investment.

Unless the chests are scattered in distant corners, you can't afford to fall back and let your foes kill each other. Your opponents won't actively pursue the chests, but they'll take the loot if they're in the neighborhood. To maximize your earnings, you'll need to immediately grab all the chests near your starting position before regrouping to battle your foes, and then leave one or two alive

while you hit chests in distant corners



Each treasure chest battle begins with your foes on the central island, guarding a single treasure chest. You start on the outside, and have a wonderful opportunity to set an ambush in the three squares around the mouth of the bridge. Because your opponents will only be able to cross one at a time, a support character or two can pepper those on the bridge and island with arrows while the ambushed character gets cut to pieces.

Lure out the last survivor, and then send someone to slip behind him and grab the chest. The chests typically contain equipment and accessories with the Dark Affinity, which are a rare and valuable find for Undead Summoners.

CHARACTER RECRUITMENT			
Name	Classification	PRM	ENG
Azchik-Ykuk*	Scorpion	1400	300
Chuchik*	Scorpion	1450	315
Ojensommes	Samnite	1300	250
Fayrouz	Dervish	1400	300
Gana	Scorpion	1400	300
Kalilpides	Cyclops	1400	300
Kekel	Channeled	1350	275
Mehykhatl	Samnite	1250	265
Nebetawy	Channeled	1400	300
Nisus	Cyclops	1300	270
Oekuyk*	Scorpion	1400	300
Vktukruk*	Scorpion	1450	315

*Recruitable after completing Insect Ze League.
NOTE: Cost is per recruitable character level.
PRM—Cost for permanent recruitment.
ENG—Cost for single battle.

QAA RAH HISTORY

All you'll find in Qaa Rah are lost souls. It is a deserted oasis that is a burial ground for unfortunate desert travelers.



IRON MOUND MIN 35444

Req: 10% Name: Iron Mound

Prize: Name: Iron Mound

Prize: Name: Iron Mound

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Requirement
Break the Bank Open	1	60000D	1:3:3:3	-	None
Bulk of Hulk	11	45000D	1:3:3:3	-	Heavy only
Elementals Po	1	35000D	1:3:3:3	-	Arcane only
Lightweights	1	20000D	1:3:3:3	20000-30000D	Light only
Ranged Combat Rya	1	25000D	1:3:3:3	-	Support only

IRON MOUND MIN 35444

Req: 10% Name: Iron Mound

Prize: Name: Iron Mound

Prize: Name: Iron Mound

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Requirement
Mongrel Mash	1	0D	4:4	-	None
Quarry Break	2	0D	4:4	-	None
Summoner's Gwa	2	0D	4:2	-	None
The Morgue	13	0D	4:4	-	None

IRON MOUND MIN 35444

Req: 10% Name: Iron Mound

Prize: Name: Iron Mound

Prize: Name: Iron Mound

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Prohibited
Insect Ze	1	0D	-	-	-
Wave Nyo	1	-	4:3	-	None
Wave Tyu	1	-	1:4:4	-	None
Wave Zya	11	-	1:4:4	-	None
Wave Kyo	1	-	1:4:4	-	None
Wave Ryu	1	-	1:4:4	-	None

IRON MOUND MIN 35444

Req: 10% Name: Iron Mound

Prize: Name: Iron Mound

Prize: Name: Iron Mound

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Items
Open Barn Burner	10	0D	1:3:3:3:3	700-1900D	Bronze Gear, Loric Segmentata Required: Fire Affinity only
Phoenix Flames	3	0D	1:4:2	-	Scarab Beetle Required: Fire Affinity only
Red Eye Nya	2	0D	1:4:4	750-2000D	Quadrellie Required: Fire Affinity only
Toasted Roaches	2	0D	1:5:5	650-1900D	Quartz Required: Fire Affinity only

IRON MOUND MIN 35444

Req: 10% Name: Iron Mound

Prize: Name: Iron Mound

Prize: Name: Iron Mound

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Required
Heavyweight Mya	2	0D	1:5:5	2000D	Water Affinity only
Liquid Swords Zya	1	0D	1:5:5	2000D	Water Affinity only
Mystics Po	3	0D	1:4:4:2	2000D	Water Affinity only
Oasis Vagrants	11	0D	1:3:3:3	2000D	Water Affinity only
One On One Du	2	0D	1:1:1	2000D	Water Affinity level 12 only

Five battle points will earn you the Treasure Trove Talisman, and the right to compete in the Scorched Oasis's other leagues.

OTHER LEAGUES

The **Insect Ze** league is a difficult five-round Endurance Series versus a series of Scarabs and Scorpions. You'll need to pursue an aggressive strategy in this league, because playing defense will tend to get you a face full of poisonous Scarab spit. After clearing this league, you'll be able to recruit Scarabs and Scorpions of your own in the Recruiting Office.



If you have four or five Fire Affinity units (counting your new Scarab friend), you won't have too much trouble with the **Barn Burner** league. Round 1 is a simple free-for-all, and round 2 lets you get an aggressive jump on the two Summoner foes. Round 3 features a head-to-head brawl with four Cyclopes, while your foes in round 4 are Scorpions and Scarabs. You only need to win one of the last two leagues, so do whichever will be easiest. If worst comes to worst you can always just equip a bunch of **Fire Affinity** equipment to avoid being punished. (continued on page 106)





Your reward for clearing this league is the Barn Burner badge — the last of the key badges in the Expanse.

Victory at Barn Burner will also open up the Leviathan league. This is basically the same as Barn Burner, but it's a league for Water units only.

Finally, after clearing the Qaa Rah Tournament, the Pro Citizen Byu league will appear. In this strange league, the objective is to save a single citizen from being murdered by the opposing team. The opponents will target your troops if they're closer, so make sure they're a more convenient target than the citizen. The final battle against four Summoners is a difficult one, but the Robe of Rebirth prize is worth it if you have a Summoner in your ranks.

PRO CITIZEN BYU

Req: 0% Endless Horizons
Prize: 1000-12000D
Item: None

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Items
Rescue Henturwedieb	(1)	0D	4 6	1000-12000D	Wing of Safai
Rescue Asturubairt	(1)	0D	4 4	1700-11700D	Snakeskin Bow
Rescue Sedjekare	(1)	0D	4 4	1500-11500D	Collar of Spite
Rescue Henturwedieb	(1)	0D	4 4	10000-20000D	Robe of Rebirth

TRIAL OF THE NEW

Req: 0% Shepherder (quest)
Prize: 1000-12000D
Item: None

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Items
Test of the M. d. ass	(1)	0D	1 1	400-800D	Tekula Sikk, Myth of the Sands *Summoner & Undead Summoner

Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle
Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle
Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle
Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle
Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle
Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle
Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle
Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle
Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle
Entry Fee: 0D	Teams(VS): 1 vs 1	Battle Points: 1	Requirement: 2 Laps	Item: Yellow Saddle



SARAA IZEL



THE OFFERING PLATE

You can only visit Saraa Izel after you've completed the tournament in Qaa Rah, and then you'll have no other choice. As you leave town, an event will occur, and Gwazi will lead you to the lost city, where a battle with a group of Summoners awaits. Focus your group's attacks on a single target and take them down one by one. Remember that this is a wilderness battle, if your hero dies it's Game Over.



SARAA IZEL HISTORY

Most of the people who live in Saraa Izel are Summoners or Channelers, or those hoping to learn their ways. Its residents live quietly, enjoying the spiritual energy that flows from the nexus in the center of town. People have been known to fall simply by being so close to such raw power. Others find it amazingly therapeutic. A permanent fog looms over the city, adding to Saraa Izel's mysterious reputation. It is said that the power of the Gods is what keeps the fog from evaporating. Rumors of powerful magic and the fog cause most travelers to give this entire area a wide berth when traveling through the Southern Expanse.

SHOPKEEPER QUEST

Remember way back in Imperia, when Ceresus asked you to find his father? Well, you found him. Talk to the people who wait at the entrance to the city and ask to see "A man named Acrisius." The queen will give you one day to prepare for a special battle, your four Channelers versus her four Summoners. Don't have four Channelers? Better hit the Recruiting Offices. No less than four will do.

The Summoners tend to have the level advantage, but the Channelers' Steal Affinity and Drain Affinity skills are very effective against Summoners. Let your enemies Summon Power, steal the power, and then have all four Channelers focus their Affinity hate on blowing the Summoners out of the fight one by one.

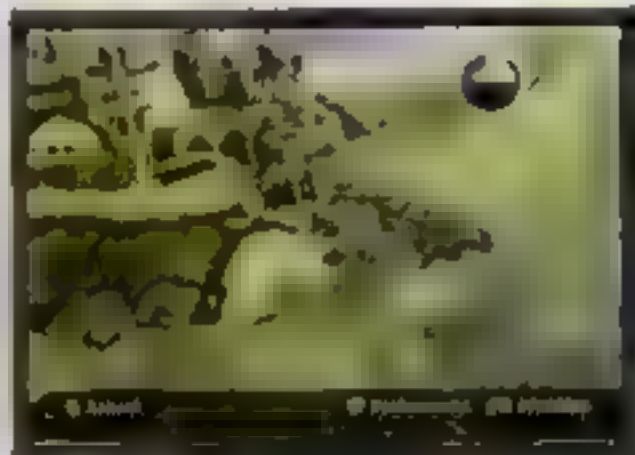
(continued on page 108)

CHARACTER RECRUITMENT

Name	Classification	PRM	SNG
N/A	N/A	N/A	N/A

NOTE: Cost is per recruitable character level.

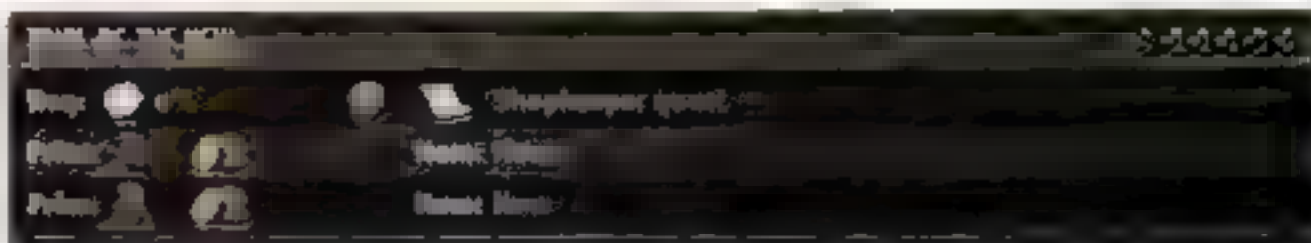
PRM=Cost for permanent recruitment
SNG=Cost for single battle



After the battle, return to Akar An to trigger another event, and you'll then be free to return here to shop at Bazaar Aziza, which carries a small selection of rare and powerful items (including accessories). Do a few shopkeeper quests and battle in the final Trial of the New League, when the time comes.

Once the four Summoners are defeated, four of their undead brethren will join the fray. If you diligently steal and drain their power, they'll have to resort to ineffective physical attacks.

The prizes for the battle are a Crown of Darkness and the Death's Head, two pieces of equipment that will make your Undead Summoner obscenely powerful.



Battle Name	Points	Entry Fee	Teams (VS)	Prize	Prohibited
Test of the Overclass	10	00	11	600-1200D	Summoner & undead Summoner

SHOPKEEPER QUEST



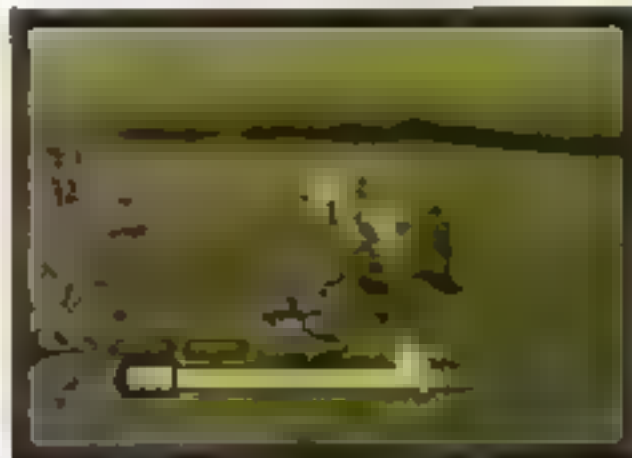
Sarazel is the smallest town in the game, but Aziza has a region's worth of quests for you. To trigger the first, ask Aziza to tell you about herself and follow the conversation until she asks you to kill a Desert Yeti that's wandering the Expanse. Wander around the Expanse until you find it in a random encounter (be sure to look everywhere), and Ursula and Valens will have to battle a single Yeti that's a few levels higher than they are. Defeat him, bring his head to Aziza, and move on to the next quest.

SHOPKEEPER QUEST



Once you've earned the Barn Burner badge, ask Aziza for gossip, and then ask if she has any jobs for you. She'll ask you to deliver a mysterious tablet to a man named Sarenenutet. You'll find him if you wander the dunes in the desert south-east of Qaa Rah. But before you set out after him, take a moment to read the Mysterious Tablet, now located in your Accessories list. Talk to the man imprisoned within it, then fulfill your quest as promised to Aziza.

SHOPKEEPER QUEST



In the final quest, ask if there's anything exciting going on, and she'll send you to find Sarenenutet again — this time to kill him. You'll find him in one of many fixed positions on the world map, and despite all the build-up, he's a pretty easy kill. The skeletons he summons are deadly so don't even attack them, unless you want to get counter-attacked and poisoned. Instead, focus on Sarenenutet, but watch out for Hell's Fury, a deadly skill he may use. Have a Channeler or two steal his affinity and blast him with it while your best medium units surround him and dish out their best attacks. You'll recover the Mysterious Tablet, which you can return to Aziza for a reward.



CHAPTER /

Usus is in a hurry to get to Catha, but once you enter the final battle there's no going back. Before you do that, you may want to complete some of the leagues you haven't finished yet, many of which have new prizes. Most shops have updated stock, including high level items that will be useful in the final challenges. There are also a few new leagues and side quests available, which are listed below.

IMPERIA



SHOPKEEPER QUEST

Ask Agamede how her shop's doing, and she'll tell you of a recent burglary she suffered. The burglars haven't gone far, just to the woods slightly east of Belfort. The Bandits and their Nordagh allies are high level opponents, so be cautious in the battle that ensues. Your reward from Agamede is Rhino Spangenheim headgear, usable by the Ur-twins or any other Barbarian.

TRIAL OF ARMADUS

Belfort's final league is now open to you, although the only prize is cash and, presumably, glory. The Trial of Armadus is an endurance battle for a single character, who will have to face six opponents, mostly heavy types. The trick is to move your fighter to the edge of a pit, so your opponent's most direct route will put them beneath him, perfect for easily slaughtering.



SHOPKEEPER QUEST

If you battled in the Historian's League in Cro Beska the last time you were in Imperia, visit Scotia's shop again and the shopkeeper will tell you about a new Historian's League, this time in Syrna, 7 days later. If you win, maybe you'll finally get that Minotaur...

THE HISTORIANS

The Historians League gets even harder on the second try, now that your foes are higher level and a Cyclops has joined the mix. If you manage to pull out a victory by saving the outnumbered and surrounded Citizens, one of the combatants (including the Cyclops) will offer to join your team.



THE SHIELD & THE SPEAR

You can only enter Support characters in this battle, but some of the battles have you facing melee fighters as well as enemy Archers and Pe lasters. When facing a mixed group, choose a good starting position and shoot down anyone who approaches. If you're only facing other Support characters, you'll need the advantage that comes from holding the high ground. Most battles feature a random piece of Archer or Pe last equipment, as well as a hearty cash prize.

TRIAL OF ARMADUS					000000-54444
Req:	30%	None	None	None	
Prize:	10000	N/A	None	None	
Prize:	10000	N/A	None	None	

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Prohibited
Trial of Armadus		12500			
First Wave	(2)	-	11	2000-25000	None
Second Wave	(2)		12	2000-25000	None
Third Wave	(2)		11	2000-25000	None
Fourth Wave	(2)		11	2000-25000	None
Fifth Wave	(2)		11	2000-25000	None

THE HISTORIANS					444444
Req:	60%	From Imperia only			
Prize:	10000	N/A	None	N/A	
Prize:	10000	N/A	None	N/A	

Battle Name	Points	Entry Fee	Teams(VS)	Prize	Prohibited
The Mythic Invasion	(0)	75000	46		None

NORDAGH

ROANOR

SHOPKEEPER QUEST

Now that it's remotely possible to kill the Greater Bear at the end of the One Against Many league, try to take him down with your strongest heavy type fighter. If you win, visit Jinna at the shop for a bunch of grief on how hard it is to find good bears. If you want to make a bit of money, agree to help her out and head to the woods south of Sloan Forest to find another.

To win, you need to reduce the bear to 1/4 of its health without killing it, which is a minor detail compared to the extreme difficulty of even surviving an encounter with a high level Greater Bear in the first place. Use expendable troops like summoned creatures and Undead Legionnaires to draw his wrath while you attack from behind.



LORDS OF THE PIT

There's only one new league in all of Nordagh, and that's the Lords of the Pit league in Roanor. Your opponents in these simple two-on-two battles are all members of Gladius's QA team, hence the "bug" on the league poster. If you don't feel Chuck and the gang have suffered enough, feel free to beat on them here.



WINDWARD STEPPES

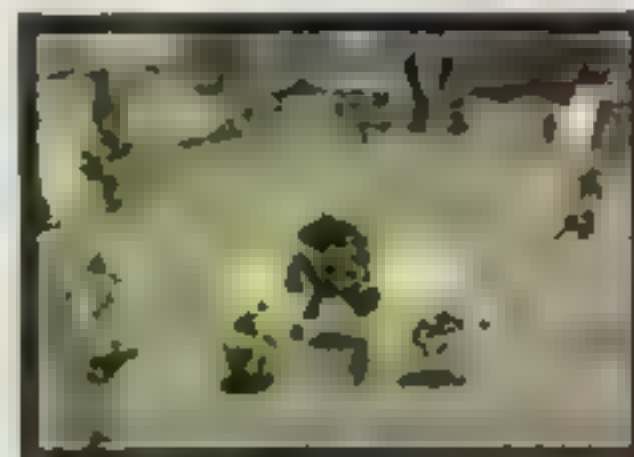


SHOPKEEPER QUEST

When you "chew the fat" with Duger now, he'll have a few new things to say. One is that an Amazon named Qorin is looking for Elji, and can now be found in The Wastes. If you then go to The Wastes, you'll find a new league called Wandering Souls, with only a single fight where your heroes battle a bunch of Amazons and light fighters. You may need to recruit some more Support characters to meet the entrance requirements, but it's worth it. In the end, Qorin, a high level Amazon will join your school.

SHOPKEEPER QUEST

If you ask Duger about fighting tips in Yuset, and have completed the Beast Z league, he'll tell you about a new fight being held in that league one day later. There's only one Greater Plains Cat to fight in the Attack the Plains Cat battle, but it's supported by seven unreachable Archers who hail arrows on your team. Use Murmillo and the Undead for their natural defenses, and throw everyone at the cat. Your prize for victory is 2000D, The Cat's Claw shield, a Cat's Eye charm, and Dragon Hide armor. Duger will also give you a cut of his gambling winnings if you visit him afterwards.



LORDS OF THE PIT

Req: 100% None

Prize: 2000-6000D Item: None

Prize: 2000-6000D Item: None

Battle Name	Points	Entry Fee	Teams (VS)	Prize	Prohibited
Basic Battle	(1)	1000D	2/2	2000-6000D	None
Basic Battle	(1)	1000D	2/2	2000-6000D	None
Basic Battle	(1)	1000D	2/2	2000-6000D	None



CALTHA

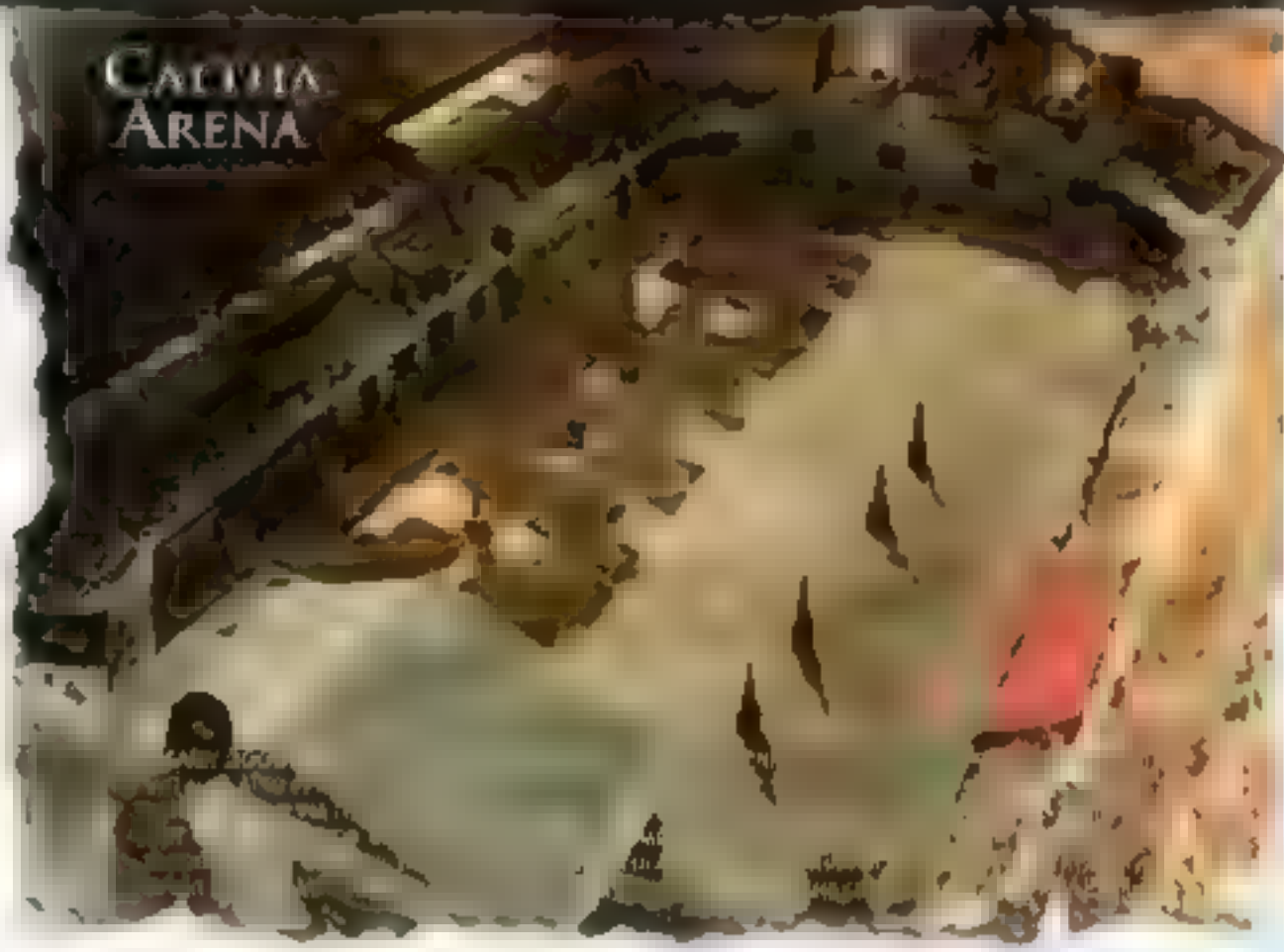
When you're ready for the biggest battle of a lifetime, return to Caltha in Imperia. There are no leagues or tournaments here, just the final Championship bout. You can't leave during the series of battles that follows, so make sure everyone's skills are in order, and that you've spent every last dime improving your gladiators' equipment. Caltha offers one final shop, the Emperor's Annex, where you can find a few nice items.

CHAMPIONSHIP RECRUITMENT

Name	Classification	PRM	SNG
N/A	N/A	N/A	N/A

PRM=Cost for permanent recruitment
SNG=Cost for single battle

EMPEROR'S ANNEX



CALTHA HISTORY

Since Caltha is located on the Hattelus River, it started out as a port town, exporting olives. Hundreds of years old, the Senate of Caltha was founded by the wealthiest farmers of the area. Interested in getting more money in their pockets, they negotiated trade agreements with those as close as the other fledgling cities of Imperia, and as far away as the booming mine towns of the Southern Expanse. Over time, the Senate moved out of the countryside and into the city center. They had less and less to do with farming and eventually fell into power over the people of Caltha. The people have prospered under the Senate's governance now for nearly 1000 years, and Caltha benefits from this prosperity more than any other city.



EMPEROR'S ANNEX

Entry Fee: 50000
Teams(VS): 5 vs 5
Battle Points: 2
Required: All regional championship victories

IMPERIAL HIGH CHAMPIONSHIP - CHALCIDS REGION

Entry Fee: N/A
Teams(VS): 5 vs 5
Battle Points: 2
Required: All regional championship victories

IMPERIAL HIGH CHAMPIONSHIP - BURNING BORDERS

Entry Fee: N/A
Teams(VS): 5 vs 5
Battle Points: 2
Required: All regional championship victories

IMPERIAL HIGH CHAMPIONSHIP - THE SOUTHERN EXPANSION

Entry Fee: N/A
Teams(VS): 5 vs 5
Battle Points: 2
Required: All regional championship victories

IMPERIAL HIGH CHAMPIONSHIP - THE NORTHERN FRONTIERS

Entry Fee: N/A
Teams(VS): 5 vs 5
Battle Points: 2
Required: All regional championship victories

Items: Tidal Guard, Boar's Head, Heavy Scutum, Ramshorn Bow
Prize: 50000-50000

But Then...

The game generously gives you several nanoseconds to savor your victory before everything goes horribly wrong. Now begins the game's true finale. You don't really think it would be that easy, do you? In the battles that follow, there are no hefters, and all deaths are permanent, except for story characters Ursula, Valens, Urian, and Eri (although the loss of your main character's still game over)



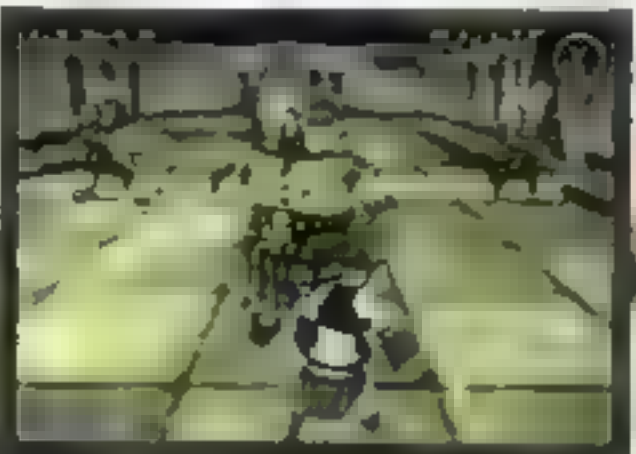
URSULA'S FINALE

1 The Battle for Orin's Keep

Prize: Dark Gear, The Carnivore, Crown of Darkness, Death's Head



In this first challenge, Ursula, Valens, Urian, and Eri are forced to battle a behemoth of a man named Galverg, and his two Ogre henchmen. Three heavy types versus your three mediums, plus Eri... match ups don't get much worse than that. Fortunately, despite what Ursus said, anyone who dies will come back for the next battle except for Ursula.



Galverg can counter almost anything, so use Affinity Attacks, Ursula's magic abilities, and critical hits to take him down. Don't risk a combo, because if you fail to get a criticals, Galverg could kill you with a series of counter attacks. Try to work up some affinity beating up on the Ogres, use earth or air Affinity Attack 3 to disable Galverg (the Ogres are immune to immobilizing status effects), and then take down the Ogres two on one. Gain some more Affinity in the

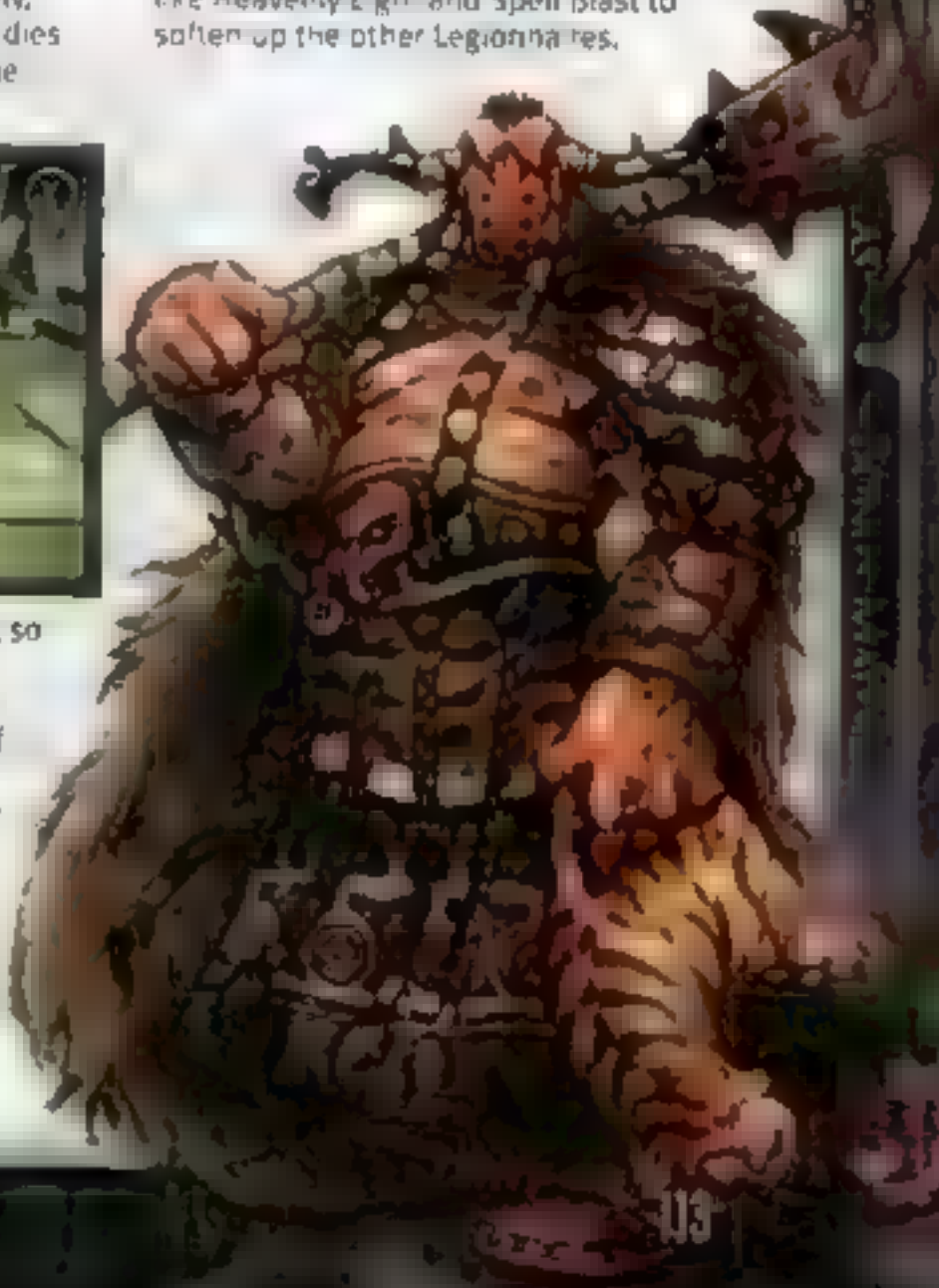
process, and use that and backstabs to finish off Galverg.

In the intermission after this battle, Urian receives his father's gear: Orin's Axe, King's Armor, and the Barbarian Pride helm. These items grant him the Affinity Charge Up ability (among others) but no affinity on which to use it. Equip an Affinity Runestone to put this ability to good use.

11 The Last of the Valkyrie

Prize: None

Ursula, Urian, and Valens will have to fight their way through a pair of Gaidr to reach the witches' stronghold, but that's an easy battle that requires no explanation. The Gaidrs will send you to the Lost City of the Valkyrie, but you'll be waylaid by an army of undead warriors before you get there. Take out the Summoner first, then use Affinity Attacks and Ursula techniques like Heavenly Light and Spell Blast to soften up the other Legionnaires.



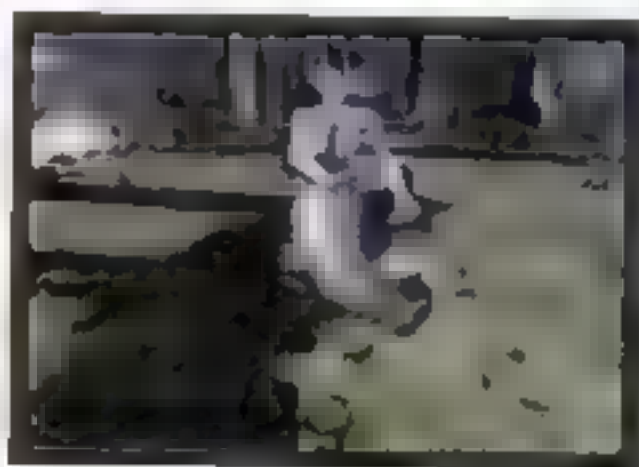


Remember that the Undead are weak to Affinity, so a few uses of Affinity Attack will wipe the board in this fight.

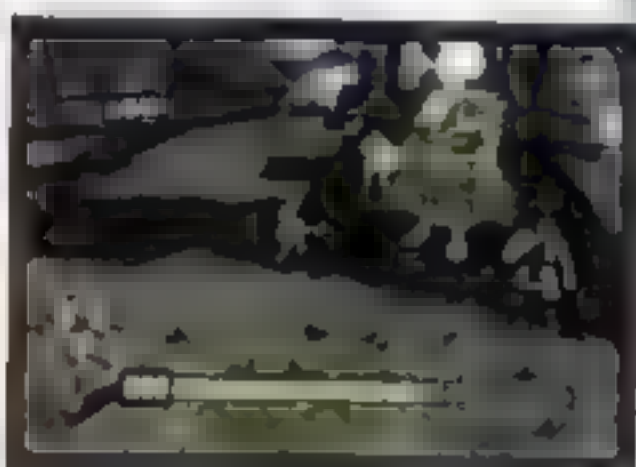
III King Cyclops's Challenge

Prize: Spine Staff, Slate Axe, Gungnir, Piercing Hammer

The first wave of Cyclopes is an easy one. They're dangerous foes, sure, but at least they take plenty of damage when you slice 'em. Treat the first few to a couple good Combo Attacks, and then give their friends the best wishes of the Affinity Gods.



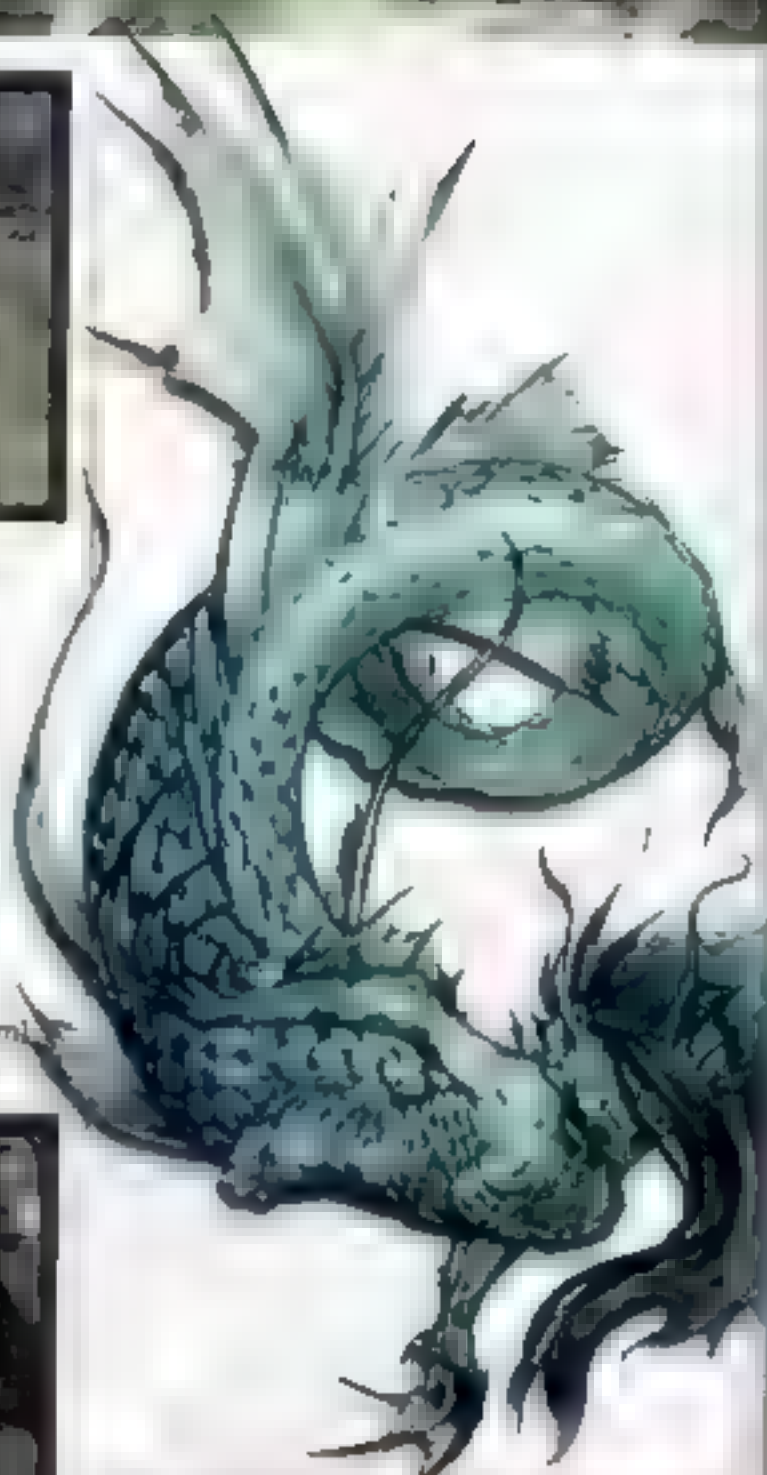
In future rounds, you'll be facing two Cyclopes and a single giant Affinity Beast. Despite their size, these beasts are only slightly more dangerous than regular Affinity Beasts. But they can be very difficult to kill; each is weak to weapons and attacks of opposing affinities, and virtually immune to weapons and attacks of its own kind. Since you won't know which one you're facing beforehand, you have to make sure you have characters with decent Affinity Attacks (and ways to charge them) in at least of three of the four Affinities.



You get three free slots, so use them wisely: Channelers and Summoners are best.

Check each Affinity Beast's stats to see what its weaknesses are (they're listed as Innate Skills), and send the appropriate characters to take it down, while the others stay on Cyclops duty. You'll have to defeat all four beasts before the Cyclops King will enter the fight personally. Beware his devastating heavy strike and area attacks. You can cripple him from a distance with status effects, then charge him, surround him, and thrash him before he comes to his senses and begins winnowing your ranks.

Victory will earn you a variety of weapons, as well as new gear for Ursula: Feighona's Sword, Fender, Treanid, and Iolair. She'll also learn the Icarus Wings skill, and Heavenly Blast, a light affinity spell.



IV Final Reckoning of Ludo & Mutus

Prize: Phalanx, Clypeus

On your way to Roanor, you'll run into Ludo and a pair of his Dark Legionnaire henchmen. You've beaten them before, and the newly empowered Jr-Twins are stronger than ever. Ursula can charge her new Light Affinity bar with other techniques, like Spell Blast, and that should prove particularly devastating to the Dark Legionnaires.





The odds are worse when you get to Roanor. Your same four storyline characters versus Mutus (a heavy unit similar to a Centurion) and four Dark Legionnaires. Ursula will be the key here, as her new armor makes her virtually indestructible, and her Light Affinity defense can negate Dark Affinity attacks. Have her wade into the center of battle, and your foes will surround her. She'll survive fine in the mosh pot (if her hit points get low, she can always teleport away with Icarus Wings), and Lrian and Valens can get backstab bonuses by going after the distracted legionnaires.



VALENS'S FINALE

The Temple of the Channelers

Prize: Dark Gear, The Carnivore, Crown of Darkness, Death's Head



In this first battle, Ursula (Valens, Lrian, and E.J.) must defeat a behemoth of a man named Galverg and three Dark Legionnaires. This is a tough battle, but despite what Usus said, deaths on your side are not permanent (except for Valens, which is game over).

Galverg can counter almost anything, so use affinity attacks, Ursula's magic abilities, and critical hits to take him down. Don't risk a combo, because if you fail to get all criticals, Galverg could kill you with a series of counterattacks. Try to work up some Affinity by beating up on the Dark Legionnaires, use earth or air Affinity Attack 3 to disable Galverg (the Dark Legionnaires are immune to immobilizing status effects), and then take down the Dark Legionnaires

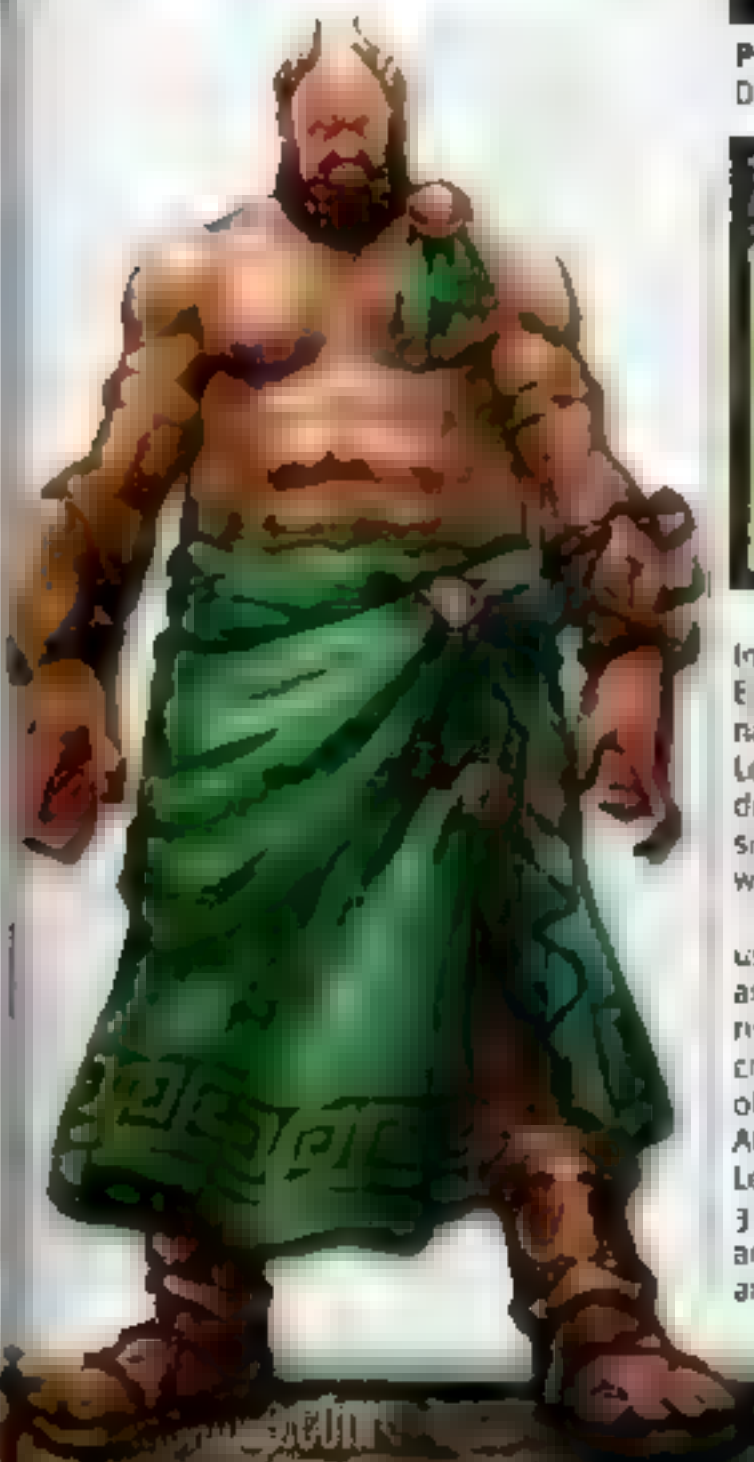
two on one. Gain some more Affinity in the process, and use that and backstabs to finish off big G.

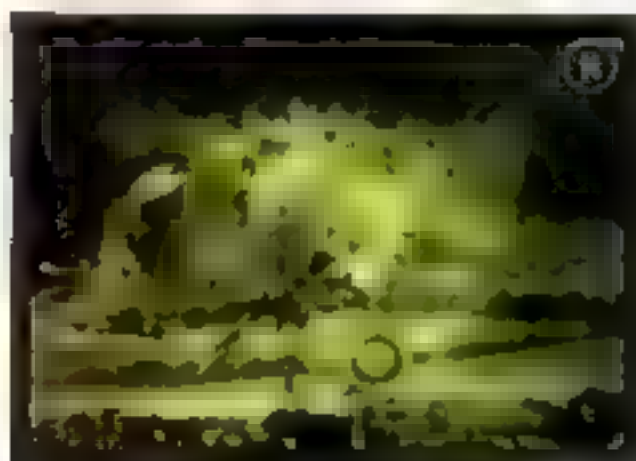


The Dark of Affinity Cards

Prize: Feathered Pike, Arcane Mallet, And-manu, Brimmed Corinthian

Outside of the Hall of the Titans, you'll encounter an army of Undead Legionnaires lead by an Undead Summoner. Take out the Summoner first, then use Affinity Attacks and Ursula techniques like Heavenly Light and Spell Blast to soften up the other Legionnaires. Remember that the Undead are weak to Affinity, so a few uses of Affinity Attack 4 will wipe the board in this fight.





In each of the four rounds that follow, you'll battle a giant Affinity Beast summoned by an Affinity "Titan" and a pair of Channelers. Despite their size, these beasts are only slightly more dangerous than regular Affinity Beasts. But they can be very difficult to kill; each is weak to weapons and attacks of opposing affinities, and virtually immune to weapons and attacks of its own kind. The Fire Affinity beast in the first round is weak to earth and fire, the Air Affinity beast in the second is weak to air and earth, the Water Affinity beast in the third is weak to fire and water, and the final Earth Affinity beast is weak to air and earth. Dispatch your two best affinity specialists of the appropriate types to deal with the beasts, and fill your other slots with quick and deadly fighters (like Dervishes and Secutors) to kill the Channelers.



After the battle, don't forget to check out a lot of Vaens' new gear. Not only do Munio's Sword, Shield, Armor, and Helmet provide stat boosts well beyond anything Vaens could otherwise have, but they also gift him with a ton of innate abilities. Note that while the sword has Affinity Charge Up, it has no affinity itself, so you'll need to equip an affinity boosting badge if you want to continue to use affinity attacks.

III Final Reckoning of Ludo & Mutuus

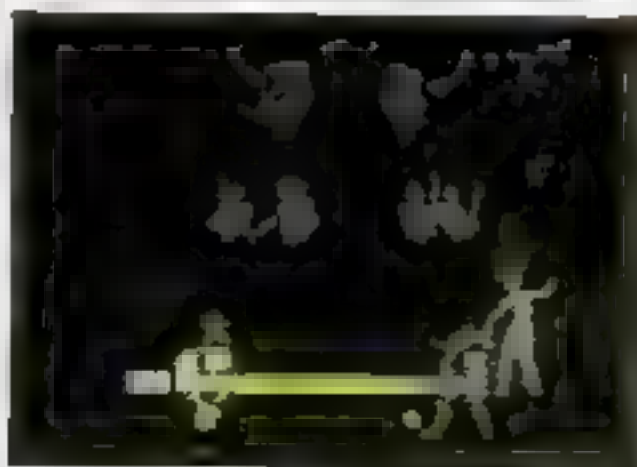
Prize: Spine Staff, Slate Axe, Gungnir, Piercing Hammer

On your way to the Belfort gates you'll run into Ludo and a pair of his Dark Legionnaire henchmen. You've beat them before, and Vaens is more than a match for his old friend now that he's packing Munio's gear. But don't get cocky about it; since Vaens begins closer to Ludo than your other fighters, he'll quickly become surrounded. Have him fight defensively while Ursula and Jr. get free backstabs on the Dark Legionnaires. When they're finished, all three fighters can take Ludo down together.

Next up is Mutuus, who has brought four Dark Legionnaires to his battle with the same four characters that fought Ludo. Mutuus is a heavy gadiator, similar to a Centurion, so you'll want to concentrate on eliminating his henchmen first. Head up the steps for a bit of terrain advantage (especially useful to Elti), and build up powerful Affinity Attacks with Combo Attacks. An early Affinity Attack 4 will make this battle significantly easier.



THE FINAL BATTLE

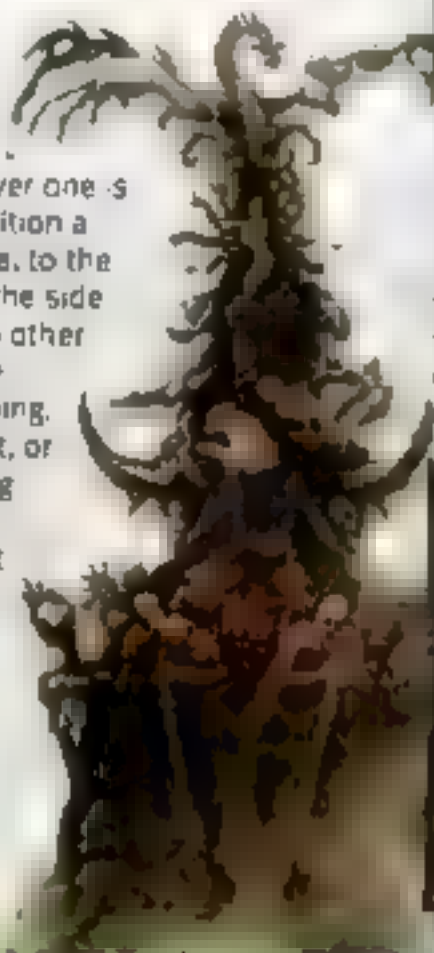


The first round of this battle is the most difficult, so you'll need to choose your roster carefully. An ideal character has a fairly cheap attack that can be used from two squares away, so Gungnirs, Peltasts, and Channelers are among the best, although you won't want more than two of them.

The Dark Knights that surround the Dragon have a very strong Wide Swing attack that can hit diagonally and does heavy damage, but they can't hurt you if there's an empty square between you. The danger in long range tactics comes from the Dragon itself, which fireballs one side of the arena each turn. The dragon turns like clockwork, so if you time it carefully and move in to attack before your region gets blasted, you can avoid the inferno and only get attacked by the knights occasionally.

Dark Knights have high defense, and can take a beating, so Affinity Attacks are your best bet when you're in melee range. Start your characters far apart, since there's no effective way to team up against the knights (double teaming them will just result in taking extra damage from the Wide Swing attacks).

The key to defeating the Dark Knights is to exploit the safe point that opens up whenever one is killed. If you position a character diagonally to the dead knight (on the side where there's no other knight), they'll be safe from everything. A Gungnir, Peltast, or Channeler (among others) can then safely kill the rest of the knights on the two sides diagonally to it's a cheap trick, but in this fight, you need it.



The second round is much easier. Just start a brawler in each of the four corners, and have them rush to the diagonal spots between the two faces. Bash the faces from each side (focus on two on opposite sides), and when they die, just turn and start fighting the other two. As long as you can survive their summoned creatures (which will die when they do), you'll be fine.



In the final round, choose strong characters who have a decent Running Attack. The key to victory is getting into melee with the dragon and pounding it silly, but its wing attack will knock characters back, so you'll spend a lot of time moving back into position. There will be casualties in this battle, but if you can get enough damage in, the final victory will be yours.





GLADIUS



WILLIAM SHAKESPEARE
THE TRAGEDY OF
CORIOLANUS





APPENDICE

CLASS NAME

CLASS	NAME	LEVEL	PMR	ACC	DEF	ATT	PMR	ABILITIES					
Item Class	Item Name	10	10	10	10	10							Any Added Abilities
Brief description about the item													

WEAPONS

Light Axes are used only by Bonitas, Bonetars, and Sooties, while most medium classes (as well as Gulls and Mergansers) can use Medium Axes. Powerful Two Handed Axes can be used by heavy types like the Merganser and Gull.

	NAME	Weight	Strength	Dexterity	Intelligence	Wisdom	Charisma	Constitution	Agility	Stamina	Endurance	Health	Mana	Experience	Notes
Light	Hatchet	1	3	4	-1	0								N/A	The Hatchet is a small axe with a heavy head, generally used in one hand. They are made quickly and shoddily, but are very inexpensive.
Light	Light Hatchet	2	6	4	2	6	0	0	0	0				N/A	The Light Hatchet is a short handled tool used for chopping small game throughout the Windward Steppes. It is used as a weapon only because it has a blade.
Light	Securis	2	6	4	2	0								N/A	The Securis is a sturdy, well-made hatchet found throughout Imperia. Nearly every household has one.
Light	Hand Axe	3	9	4	-2	6	0	0	0	0				N/A	This is a basic small axe used in one hand. More for handy men, this axe is usually used as a tool rather than a weapon.
Light	Axcia	4	12	4	3	6	0	0	0	0				N/A	The Axcia is a carpenter's axe and normally isn't used for much more than chopping smaller pieces of wood. It loses its edge fairly quickly in battle.
Light	Lignator	5	15	4	-4	6	0	0	0	0				N/A	This small woodcutter's axe is relatively heavy for its size. It was first brought into the gladiatorial games as a challenge to disfavored fighters.
Light	Francisca	6	18	6	-5	6					0			N/A	The Francissa is a small, well-weighted axe designed to be thrown. In Nordaght, it is little more than an amusement and less of a weapon.
Light	Stone Axe	6	18	6	5	4	0	0	0	0				N/A	This robust short axe is of crude construction but since it's heavier than most, it can be very effective in battle.
Light	Pickaxe	7	21	6	5	4	0	0	0	0				N/A	More of a miner's pick than an axe, this light one-handed axe has a very small blade on one side and a long pick on the other.
Light	Dolabra	8	24	6	5	6	0	0	0	0				N/A	The Dolabra is a standard issue weapon used by Legionnaires in the Imperial army for both combat and hunting.
Light	Hunter's Axe	9	27	6	-6	6	0	0	0	0				N/A	The Hunter's Axe has a pick on one side of the shaft and a long, thin, barbed blade on the otherside. One who has hunted with this axe before is often a very powerful opponent in the arena.
Light	Bone Axe	10	30	6	6	8		0						N/A	The strong stone blade of this axe is wedged in the crook of an old bone and carries enough weight behind it to do decent damage even through armor.
Light	Miner's Axe	10	30	6	-6	8		0						N/A	The Miner's Axe has a socketed iron head fastened onto a strong iron-reinforced wooden handle. The blade is more for cleaving than cutting, and therefore, isn't too sharp.
Light	Rounded Axe	12	36	8	7	8	0	0	0	0				N/A	The rounded blade of this axe is sharpened into a very fine, almost razor sharp blade. Additionally, it has some weight to it allowing fairly heavy damage for a light axe.
Light	Poison Axe	13	39	8	7	10		0						Poisoned Blade	Alchemists have glazed the blade of this axe with a fine layer of poisonous crystal. When it cuts deep enough, it poisons the attacked.
Light	Throwing Axe	14	42	8	-8	10				0				N/A	This uniquely designed axe is very lightweight and has blades on both the top and the bottom of the handle.
Light	Bladed War Axe	14	45	8	-8	0								N/A	The Bladed War Axe, rather than having one axe blade, has many sword-like blades sticking out of the handle in a fan. This is a good weapon for piercing armor.
Light	Inhero	15	45	8	-8	12	0	0	0	0				N/A	The inhero is a heavy one-handed axe used by hunters to cleave apart fallen game. Its obvious connotation is what brought it into the gladiatorial games.
Light	Cleaver	16	48	10	9	0								N/A	A very unique crafting, this axe has three blades that extend from the hilt outward at different angles, almost making it a bladed mace.
Light	The Bonesplitter	17	51	10	-9	14		0						N/A	The Bonesplitter is a strange looking light axe made to cut through bones with ease. The weight of this axe and the shape make it a very dangerous weapon.
Light	Golden Axe	18	54	10	-9	16		0						N/A	The Golder Axe is made from one piece of solid gold, hilt and all. Although originally meant for show, this axe's weight has brought it into the arena as a weapon.

CLASS	NAME	LEVEL	PWR	ACC	DEF	AFK	PWR	ACC	DEF	AFK	ADDITIONAL
Light	Ceremonial Axe	19	57	10	10	18					N/A
This jewel encrusted axe is often used by clerics of the Southern Expanse during ceremonies honoring the earth god Solum. This Ceremonial Axe is a strong one handed weapon.											
Medium	Broad Axe	1	6	4	1	0					N/A
This is a tall war axe having a crudely forged broad edge on one side and a smaller blade opposite. It is the low end of medium ranking axes.											
Medium	Epsilon Axe	2	9	4	2	0					N/A
Crafted by amateur blacksmiths in the Southern Expanse, this axe has an uncharacteristically broad bronze head for an Expanse weapon.											
Medium	Masakari	3	13	4	2	8	●	●	●	●	N/A
This strong battle-axe has a very heavy metal head with a point opposite the blade. Its weight makes it both strong, yet difficult to wield.											
Medium	Praecido	4	15	4	3	6	●	●	●	●	N/A
The blades of this double-sided axe usually aren't very sharp, as most of the power comes from the combined weight of its blades and the harness which holds them to the hilt.											
Medium	Bazo	5	18	4	4	6	●	●	●	●	N/A
The Bazo is a traditional war axe whose variations have been used throughout history in the Expanse. It is often considered an old standby.											
Medium	Vermillion Axe	8	27	6	5	6	●	●	●	●	N/A
The Vermillion Axe is a standard medium axe in every way, except for the vivid reddish-orange enamel on its blade and hilt, giving it a fiery appearance.											
Medium	Carnifcina	9	30	6	6	0					N/A
The Carnifcina is a very basic double-bladed executioner's axe with a heavy hilt. The blades are large and a bit unwieldy in battle.											
Medium	Slayer	12	39	8	7	8	●	●	●	●	N/A
The Slayer is a shorter heavy axe whose enormous blades make it quite powerful, hence its name.											
Medium	The Crusher	13	42	8	7	8	●	●	●	●	N/A
Unlike most typical battle axes, The Crusher has only one blade, opposite which is a heavy metal ball adding a lot of weight and power to this weapon, hence its name.											
Medium	Hook Axe	14	45	8	8	10	●	●	●	●	N/A
The hook axe has standard blades on both sides of the hilt, except the tips of these blades are barbed, making it look all the more fierce.											
Medium	Sparte	16	51	10	9	0					N/A
This large axe was used for felling trees in the Sloan Forest before the dragon Rhingo was brought down at the blade of one, changing this axe from a tool to a weapon.											
Medium	Spiked Battle Axe	17	54	10	9	10	●	●	●	●	N/A
This axe has an elongated blade that extends above the end of the handle. On the opposite side is a long, wavy spike, making it effective when held forward or backward.											
Medium	Thrusting Axe	18	57	10	9	12	●	●	●	●	N/A
This axe has two very sharp, angular blades on either side of the shaft and a long blade sticking out from the tip of the shaft.											
Medium	The Carnivore	19	60	10	10	12	●	●	●	●	N/A
The Carnivore has a tall razor sharp blade on one side of the handle and a long toothed blade on the other side of the handle.											
Medium	Altan	20	63	10	10	16	●	●	●	●	N/A
The Altan is a very powerful Nordagh axe with legendary might. It takes two blacksmiths to forge this awesome war axe.											
Two Handed	Great Axe	1	8	4	1	6	●	●	●	●	N/A
The Great Axe was used to cut down the enormous trees of the Sloan Forest until Imperia and Nordagh started threatening each other at which point people took these to arms.											
Two Handed	Bearded War Axe	2	11	4	1	6					N/A
The Bearded War Axe gets its name from how the blade extends down to nearly where the wielder's hands are. For a two-handed weapon, its handle is fairly short, however.											
Two Handed	Dolore	5	24	4	4	6	●	●	●	●	N/A
This axe has a heavy blade that can be removed and put on a new handle. Since the blade is so heavy, the handles often crack under the stress and are reinforced with leather wraps.											
Two Handed	Elephant Axe	13	56	8	7	6	●	●	●	●	N/A
This large and long Southern Expanse axe was used to hunt elephants. Its long handle kept the hunter safely away from the dangerous tasks of the prey.											
Two Handed	Khetan	16	68	10	9	8	●	●	●	●	N/A
This is an ancient axe used by the noble guards of the kings of old throughout the Expanse. Light but huge, these double-handed axes are very intimidating.											
Two Handed	Tokuja Axe	20	84	10	10	16	●	●	●	●	N/A
Every now and again, the weapons of the revered Tokuja statues will show up for sale to be used in the arena. The Tokuja Axe symbolizes a great conqueror.											
Barbarian	Riveted Battle Axe	20	84	10	10	0					N/A
The Riveted Battle Axe's blades are replaceable once they've dulled from battle. The shaft and blade housing are made of a strong metal giving this axe a long lifespan.											
Berserker	Slate Axe	18	54	10	9	0					N/A
In a rare moment of calm, this axe was meticulously crafted from slate by the largest clan of Berserkers in Nordagh. It is rumored that there are women among the group.											
Berserker	Jagged Stone Axe	19	57	10	10	14	●				N/A
As the peoples of Nordagh are more in tune with the Earth affinity than any other region, this crude but very strong axe also has very strong ties to Solum.											
Dervish	Hatchet Set	2	6	4	2	0					N/A
This is a set of two Hatchets wielded by the dervish simultaneously. This low-end weapon is a good beginner's axe set, as it is very inexpensive.											
Dervish	Light Hatchet Set	4	12	4	3	6	●	●	●	●	N/A
While the Light Hatchet alone isn't too threatening, while in the hands of a dervish, two of them can be lethal. It is a light weapon set and easy for the dervish to use.											
Dervish	Double Fist	6	18	6	5	4	●	●	●	●	N/A
The Double Fist is what the dervishes call a pair of hand axes when they wield these "primitive" weapons from Nordagh.											
Dervish	Axes Consecro	8	24	6	5	8	●	●	●	●	N/A
Axes Consecro, literally meaning "dismembering axes" is simply a pair of Ignators wielded simultaneously. The Ignator is weighted so well that it is a perfect choice for the dervish.											
Dervish	Pickaxes	14	42	8	8	8	●	●	●	●	N/A
This is a pair of Pickaxes sold as a set to dervishes. Their light weight makes it easy to wield two of them simultaneously.											

GLADIUS PRIMO'S OFFICIAL STRATEGY GUIDE

CLASS	NAME	LEVEL	STR	ACC	DES	AFS	DWR	●	●	●	●	●	●	●	ABILITIES
Dervish	Crude Axes	15	45	8	-8	12		●							N/A
A pair made of one Bone Axe and one Stone Axe, this weapon set allows for heavier attacks as well as lighter ones.															
Dervish	Hunter's Axe Set	17	51	10	-9	12	●	●	●	●					N/A
The Hunter's Axe Set is about the heaviest set of weapons that a dervish will wield. Generally inexperienced dervishes use this set.															
Dervish	Woodsman Set	18	54	10	-9	14		●							N/A
This axe set consists of an Ascia and an Inhera. Imperials use them alone—one for chopping wood and one for cleaving game—the dervish, however, are able to wield them simultaneously.															
Dervish	Venomous Pair	22	66	12	10	20		●							Poisonous Blade
The Venomous Pair consists of two Poison Axes wielded simultaneously by the Dervish. Doubling the chances of successfully poisoning someone.															
Minotaur	Decematio	18	76	10	-9	8	●	●	●	●					N/A
This brutal looking, yet finely crafted weapon is made by beastmasters for their minotaurs. The mouth on the face of this axe makes a screaming sound when swung through the air.															
Ogre	Cultellus	20	84	10	10	12		●							N/A
A crude weapon forged by the beastly ogres, the Cultellus is little more than a huge meat cleaver. The strength of this weapon is nothing to be considered lightly.															
Undead	The Carnivore	19	60	10	10	12					●				N/A
The Carnivore has a tall, razor sharp blade on one side of the handle and a long toothed blade on the other side of the handle.															
Urian	Orin's Axe	20	84	10	10	0									Affinity Charge Up
Bequeathed upon Urian, this axe was of his father's design, forged at the legendary Arroweer Smithy, whose work remains, even to this day, unparalleled among all the known regions.															
Dark Legion	Carnificina	9	30	6	-6	6					●				N/A
The Carnificina is a very basic double-bladed executioner's axe with a heavy hilt. The blades are large and a bit unwieldy in battle.															



Only Amazon, Archer and Elf can use Bows. Bows do less damage than spear-throwers (levelled), but have longer range and allow you to move and shoot in the same turn.

CLASS	NAME	LEVEL	STR	ACC	DES	AFS	DWR	●	●	●	●	●	●	●	ABILITIES
Plain	Bow	1	3	0	1	0									N/A
This is a standard beginner's bow made from a light wood with little or no embellishments whatsoever.															
Plain	Short Bow	3	9	0	2	0									N/A
The Short Bow is an average bow that is often used while on horseback. It has decent accuracy and is easy to wield.															
Plain	Hunter's Bow	6	18	0	5	6	●	●	●	●					N/A
The Hunter's Bow is an average, but sturdy and reliable bow. It's a rugged looking implement with small trophies of past kills dangling from it, such as feathers and fangs.															
Plain	Silver Bow	10	30	0	-6	8	●	●	●	●	●	●	●	●	N/A
This bow is made from the tough, pliable wood of the cypress tree with silver embellishments. It's not uncommon for this bow to have a small, silver sight just above the hand-guard.															
Plain	Flaming Bow	11	33	0	-7	10	●	●	●	●	●	●	●	●	N/A
This orange and red lacquered bow gives the illusion that the wielder is holding a bow of flame. It has a light, hollow construction and was historically used on horseback.															
Plain	Recurve Bow	13	39	0	7	10	●	●	●	●	●	●	●	●	N/A
The ancient design of the Recurve Bow uses horn and sinew, taking the bowyers who made such weapons months to form into the unique double curve shape.															
Plain	Coral Bow	14	42	0	-8	12		●							N/A
This bow is decorated with coral from the reefs of Southern Imperia. Those whose livelihood is hunting fish use this bow exclusively, adorning it with treasures found inside their catch.															
Plain	Snakeskin Bow	16	48	0	9	12	●	●	●	●	●	●	●	●	Poisoned Blade
The Snakeskin Bow curves like the body of a snake and is coated with the skin of the vicious desert Black Adder. This bow adds poison to any arrow fired from it.															
Plain	Black Bow	17	51	0	-9	12					●				Range Up
Made of a darkly stained hardwood, this bow has amazing power, and is capable of extending an archer's range greatly. It is a good bow for covering your team.															
Amazon	The Androktone	19	57	0	10	0									Woman's Strength
The Androktone, or "male killer" is a precision bow. In the hands of a skilled warrior, an attack from this bow does more harm to men than it does to women.															
Amazon	Amazon's Bow	20	60	0	10	0									N/A
This elegant bow has been mastered by the leaders of the Amazons. They have been perfecting this bow type for generations and there is not a better bow in all the world.															
Archer	Sniper's Bow	20	60	5	-10	0									Range Up
The Sniper's Bow is a professional assassin's choice of weaponry. Its long shaft allows for increased range and fatal precision when aiming.															
Elf	Ramshead Bow	20	60	0	10	0	●	●	●	●	●	●	●	●	N/A
The Ramshead bow is a simplistic compound bow of uniquely ornate crafting. Instead of being attached directly to the bow's skeleton, the cord is held in the grip of miniature ram's hands.															



Canteens are the only weapons Satyrs can use. Bottles of liquor don't make for particularly powerful weapons, but it's the only option for cloven-footed gladiators.

CLASS	NAME	LEVEL	STR	ACC	DES	AFS	DWR	●	●	●	●	●	●	●	ABILITIES
Satyr	Hip Flask	1	3	4	1	6	●	●	●	●					N/A
The Hip Flask is an ideal companion whilst away from home. Easily concealable, the Hip Flask can carry a small snifter of spirit to be savored when the Satyr needs it most.															
Satyr	Flagon	3	9	4	2	6	●	●	●	●					N/A
The bulb at the bottom of this bottle packs quite a punch when the Satyr uses this item as a weapon. Keeping this bottle full is the key to maximum damage.															
Satyr	Flask	5	15	4	-4	6		●							N/A
This big round Flask holds in it a brew of the Satyr's own concocting. Either using it to hit someone with or to drink out of, the Satyr is very proficient with its uses.															
Satyr	Cruet	6	18	6	5	7	●	●	●	●					N/A
This seemingly delicate bottle is cast in thick, nearly unbreakable glass. Due to the thickness of the glass, the volume of spirits within is sub-standard to most Satyrs.															

CLASS	NAME	LEVEL	POW	ACC	DEF	ATK	PUN	●	●	●	●	●	●	ADVANTAGES
Satyr	Phial	7	21	6	5	8	0	0	0	0	0	0	0	N/A
The Phial has a solid base to accommodate for the rowdy nature of the Satyrs. Less spirit on the floor means more spirit among guests.														
Satyr	Mug	8	24	6	5	9	0	1	1	1	1	1	1	N/A
This mug of mead is suitable for swinging madly in the air in an inebriated revelry, hitting whomever the satyr can.														
Satyr	Vial	9	27	6	6	10	0	1	1	1	1	1	1	N/A
The Vial is typically used to keep medicinal spirits in. The base is much too small to be a reliable container for more recreational drink, as it is too easy to spill.														
Satyr	Bottle	10	30	6	6	11	0	1	1	1	1	1	1	N/A
The Bottle, made from thick glass is a popular weapon for the satyr, as they're very easy to come by and once empty they don't have much worth other than that of a weapon.														
Satyr	Heavy Bottle	11	33	8	7	12	0	1	1	1	1	1	1	N/A
The Heavy Bottle is a favorite among Satyrs in battle, as the base is solid glass. This bottle never spills.														
Satyr	Decanter	12	36	8	7	0	0	0	0	0	0	0	0	N/A
The Decanter that the Satyr carries at his side is a source of bravery for the half human creature -or at least the liquid kept inside the Decanter is.														
Satyr	Crock	14	42	8	8	15	0	0	0	0	0	0	0	N/A
Lighter than a jug, but much heavier than a bottle, this carafe holds an awful lot of mead. Only the toughest Satyrs can polish off the spirits within.														
Satyr	Pitcher	15	45	8	8	16	0	0	0	0	0	0	0	N/A
This is a ceramic Pitcher used to bash people with or drink out of, depending on one's mood.														
Satyr	Jug	17	51	10	9	17	0	0	0	0	0	0	0	N/A
This Jug is one of the heaviest weapons that the Satyr can equip. A hit on the head with this corked ceramic jug can deal major damage.														
Satyr	Decorated Bottle	18	54	10	9	18	0	0	0	0	0	0	0	N/A
This Bottle is ribbed with sharp rings of glass. Even without the weight of the Satyr's spirits, this bottle packs quite a punch.														
Satyr	Canteen	19	57	10	10	19	0	1	1	1	1	1	1	N/A
The Canteen is brought on long journeys by bands of Satyrs. Useful for transporting large amounts of wine and mead. It can also double as a weapon quite easily.														
Satyr	Carafe	20	60	10	10	20	0	1	1	1	1	1	1	N/A
This heavy Carafe is filled with wine and keeps the Satyr's spirits high while in battle.														

CLUBS Plain clubs are simple weapons used only by Cyclops, Mongrel Shamans, and Yeti. They're not very accurate, and Yeti and Cyclops have access to more powerful options. High-velocity clubs are often the best bet for Arcane Mongrel Shamans, however.

CLASS	NAME	LEVEL	POW	ACC	DEF	ATK	PUN	●	●	●	●	●	●	ADVANTAGES
Plain	Club	1	6	0	1	0	0	0	0	0	0	0	0	N/A
This crude weapon is nothing more than a heavy piece of wood used to batter people, animals and things with														
Plain	Wooden Bludgeon	3	12	0	2	10	0	0	0	0	0	0	0	N/A
This is a basic wooden club. It is nothing more than a branch ripped from a hardwood tree.														
Plain	Bone Club	5	18	0	4	10	0	0	0	0	0	0	0	N/A
The Bone Club is the most crude of the Mongrel weapons. It is nothing more than a large femur bone of a dead horse.														
Plain	Dabus	5	18	0	4	10	0	1	1	1	1	1	1	N/A
The Dabus is basically a club with nails sticking out of it. It is a poor person's weapon and is better than nothing in the arena.														
Plain	Stone Club	10	33	0	6	0	0	0	0	0	0	0	0	N/A
The Stone Club has been known to break after a lot of use, but generally is strong enough to smash most anything to a pulp, shields and helmets included.														
Plain	Crude Mace	5	48	0	8	10	0	0	0	0	0	0	0	N/A
Inspired by their more civilized neighbors, the Mongrels fashioned this mace from raw metal and wood, pounding the metal spikes into a standard club to make this Crude Mace.														
Cyclops	Oracle Staff	1	104	0	1	20	0	0	0	0	0	0	0	N/A
Said to be able to grant the Cyclops with a sixth sense, the Oracle Staff is used not only for arcane support, but is also a very powerful weapon.														
Cyclops	Serrated Bone Club	19	60	0	10	18	0	1	1	1	1	1	1	N/A
Made from one of the wing bones of an immature dragon, the end of this club has the beginnings of the wing bones protruding from its end, forming a vicious edge.														
Mongrel	Petrified Bludgeon	20	63	0	10	50	0	0	0	0	0	0	0	N/A
This club is made from wood that has long since turned to stone. It was found in caves as the Mongrels started excavating for their arena.														
Yeti	Horse Leg	16	51	0	9	0	0	0	0	0	0	0	0	N/A
This weapon, suitable only for the Yeti is a gruesome testimony to the Yeti's strength. Ripped from a fallen warhorse, this "club" is left to dry until it's very rigid.														
Pygmy	Stick	1	2	0	1	0	0	0	0	0	0	0	0	N/A
This stick, ripped off of a nearby tree is all a civilian thrown into the arena can hope to be given to defend themselves with.														
Calverg	Pillar of Hate	1	66	0	1	12	0	1	1	1	1	1	1	N/A

HAMMERS Hammers are very powerful, but their Accuracy penalties make them a poor choice for heavy gladiators who already have low Accuracy. More accurate classes can get medium hammers to good use.

CLASS	NAME	LEVEL	POW	ACC	DEF	ATK	PUN	●	●	●	●	●	●	ADVANTAGES
Medium	Jlta	3	13	0	3	0	0	0	0	0	0	0	0	N/A
The Jlta, though considered a hammer, has no head. It is merely a shaft with a drawing hook at its base. This tool is used to keep prisoners in line throughout the Windward Steppes.														
Medium	Mallet	4	17	0	3	6	0	0	0	0	0	0	0	N/A
The short handle of this hammer makes it possible to use the Mallet as a weapon at all, being that it has a very heavy metal head on the other end.														

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CLASS	NAME	LEVEL	PWR	ACC	DEF	AFF	PWR	ACC	DEF	AFF	ABILITIES
Light	Framea	3	5	3	-2	0					N/A
The Framea is nearly a lance rather than a bladed polearm. It is merely a thrusting weapon and not a slicing weapon.											
Light	Pike	5	14	3	-4	0					N/A
The Pike is a standard polearm from the Windward Steppes consisting of a simple barbed blade at the top.											
Light	Stigi	6	16	5	-5	6	●	●	●	●	N/A
Instead of a thrusting point traditional to other spears, this unique light spear actually has a long, single-edged blade at the end that tapers to a very sharp point.											
Light	Ictus	7	19	5	-5	4	●	●	●	●	N/A
This short spear is made for thrusting rather than slashing. It has a small arrowhead-like tip on the end. Because of its size, it has short range for a spear.											
Light	Keris	8	22	5	-5	8				●	N/A
The Keris has a teardrop shaped point, the hilt of which is counterweighted by a golden orb on the far end of the shaft.											
Light	Hak	10	27	5	-6	8	●	●	●	●	N/A
This intimidating spear has a long, wavy blade at its end. This spear evolved when people started fastening used sword blades to the ends of their walking sticks for protection.											
Light	Mongile	12	32	6	-7	10	●	●	●	●	N/A
This thrusting spear has a very sharp point on the end that is carved out of the same wood as the shaft and then encased in metal. At the base are two metal barbs.											
Light	Half Moon	13	35	6	-7	12	●	●	●	●	N/A
This is an ages old traditional polearm found in the Steppes. It has a crescent shaped blade at the tip, which is sharpened on both sides.											
Light	Cuspis	14	38	6	-8	0					N/A
This spear is used mainly for slashing enemies at a distance rather than stabbing them, as the blade is too brittle to be used effectively against well armored warriors.											
Light	Naginata	16	43	8	-9	16	●	●	●	●	N/A
The Naginata are used by the nomadic guards that patrol the camps of the Woses in The Windward Steppes. They have a curved blade at the top, with a sword-like guard at its base.											
Light	Spatum	18	49	8	-9	0					N/A
An interesting trident-type spear, this thin polearm forks at the top with a double-sided blade surrounded by long thin spikes.											
Heavy	Rumh	3	14	3	-2	6	●	●	●	●	N/A
This thin polearm has an ornate grip in the middle of the shaft which gradually tapers to a point. The weights on this spear add strength to its thrusting power.											
Heavy	Tschahouta	5	22	3	-4	6	●	●	●	●	N/A
This double pointed Spear is made of heavier wood and has a weight at each end, just beneath its spaded points.											
Heavy	Pole Axe	8	32	5	-5	6	●	●	●	●	N/A
This long polearm has a large axe blade at the top with a long thin hammer opposite the blade.											
Heavy	Heavy Spear	9	36	5	-6	6	●	●	●	●	N/A
This heavy spear can strike from very far away. It has a heavy weight at the foot of the shaft which acts as a counter-balance when the spear is thrust at maximum distance.											
Heavy	Halberd	12	47	6	-7	8	●	●	●	●	N/A
Although technically a spear, the Halberd is nearly a battle axe, except the shaft is about seven feet long and it's only got a blade on one side of the staff.											
Heavy	Ramphae	13	50	6	-7	10	●	●	●	●	N/A
This polearm has a long curved, double-edged blade atop its head adding at least two feet to an already sizeable weapon.											
Heavy	Partisan	15	58	6	-8	12	●	●	●	●	N/A
The Partisan has a long bronze blade at the top that fans out in an ornate fork-like design. It is a tall and intimidating weapon used for stabbing more than slicing.											
Heavy	Tompuling	16	61	8	-9	14	●	●	●	●	N/A
This spear has a uniquely bladed flat tip and is kept very sharp. It has a strong shaft made of a heavy wood and is stained with the blood of fallen foes.											
Heavy	Assagai	18	68	8	-9	16	●	●	●	●	N/A
This tall spear has an exaggerated point, around the base of which stick out small barbs for added damage and even parrying when wielded by a true master.											
Heavy	Tawus	20	75	8	-10	8	●	●	●	●	N/A
This spear has six blades extending from the top. Each blade represents the power of one of The Gods. When using this weapon, The Heavens are at your command.											
Samnite	Pierced Spear	19	76	8	-10	0					N/A
The incredible weaponsmiths of the Windward Steppes created the Pierced Spear based on the design of the Pierced Blade.											
Heavy	Khonsu	10	33	0	-6	6				●	N/A
This mighty spear is named and named after the spear used by the Axi Titan to hunt Hippogriffs. It can be thrown so fast that it becomes seemingly invisible.											

STAFFS Staffs are used by Channelers, Mongrel Shamans, Summoners, and Undead Summoners - arcane classes that have little use for attack power. Choose your staff based primarily on Affinity type and power.

CLASS	NAME	LEVEL	PWR	ACC	DEF	AFF	PWR	ACC	DEF	AFF	ABILITIES
Plain	Escrime Stick	1	3	6	-1	0					N/A
The Escrime Stick, wielded as you would a sword, is for any class that cannot equip more traditional weapons. This is a beginner's weapon for arcane classes.											
Plain	Crook	2	6	6	-2	10	●	●	●	●	N/A
This is a long, crooked walking stick adorned with jewelry and precious personal treasures. A hefty piece of wood, it is usually used for magical support rather than attack.											
Plain	Cudgel	3	9	6	-2	10				●	N/A
Used by casters more in tune with the rough rather than the refined, the Cudgel is a shorter staff with a heavy head used to beat animals--and humans--into submission.											
Plain	Naboot	4	12	6	-3	10	●				N/A
Used in the Qaa Rah Desert as a tool of punishment by beating. However, the basic style of this staff wouldn't give a warrior the upper hand if they didn't already have it.											
Plain	Bo	5	15	6	-4	10				●	N/A
This long staff is the most basic of the long fighting staves. It is simply a round piece of flexible wood about six feet long.											

CLASS	NAME	REQ	LVL	PWR	ACC	DEF	AFF	PWR	ADILITIES
Plain	Quarterstaff	6	18	9	5	10			N/A
The Quarterstaff is a simple, straight piece of wood wielded as a weapon to keep melee attackers at bay. It is very similar to the Bo, found in the Windward Steppes.									
Plain	Shaum	8	24	9	5	0			N/A
Like many staves of the Expanse, this one is more about providing physical protection than magical support. It is made of a strong wood and has knots all the way up the shaft.									
Plain	Sceptum	9	27	9	6	0			N/A
A politician's staff from Imperia made from cypress wood with precious metals and ivory, this staff has a heavy attack, but carries no affinity.									
Plain	Asa	12	36	12	7	12			N/A
The Asa is a simple rod of wood topped with a crystal sphere held on by the will of the wielder alone. Once mastered, it's a formidable melee tool.									
Plain	Veneficus	14	42	12	8	12			venom
This staff carries the inherent ability to poison the victim of its blow. It casts a magical poison attack upon Impact that cannot be cured by any antidote known.									
Plain	Asaya	16	48	15	9	14			Magic Attack Up
The Asaya is a staff of gold with a jeweled sun atop, which glows in the strong desert sunlight. It is an essential tool for casters as it boosts the carrier's magic.									
Plain	Magus	18	54	15	9	14			Spell Range Up Magic Defenses
A mysterious looking staff that not only cuts the SP cost of spells greatly, but also surrounds its master with an aura of protection, increasing defense against magic attacks.									
Plain	Earth Staff	20	60	15	10	18			N/A
Dug up from the mire of the bogs of Elich, this petrified root curves up from the base, forming a knotted head at the top. It is a heavy weapon blessed by Solum.									
Plain	Flame Staff	20	60	15	10	18			N/A
The dark wood of the shaft of this staff and the flame-red phoenix feathers adorning it make this staff appear as if it's aflame. Blessed by Exuro.									
Plain	Staff of Air	20	60	15	10	18			N/A
Aeris, the great warrior god of the sky, distributed his weapons down to earth so mortals who fought wars in his name could excel by his glory.									
Plain	Staff of Water	20	60	15	10	18			N/A
Crafted out of steel, this staff assumes the shape of a fabled two-headed sea monster inhabiting the Aeonis Sea. This weapon increases your Water Affinity.									
hanneler	Arcane Mallet	19	57	15	10	16			N/A
The Arcane Mallet is a hybrid of an arcane staff and a traditional melee weapon. The floating jewel above the mallet head enhances one's affinity.									
Wongrei	Spine Staff	18	54	15	9	20			Blind
This evil tool of the dark arts consists of a horse's spine, the skull acting as a receiver of the dark energy. It carries the ability to blind opponents.									
summoner	Kinetic Staff	19	57	15	10	17			N/A
The Kinetic Staff is a testament to the power of the mind. Held only by the willpower of the summoner's mind, this staff is stronger than most other arcane weapons.									
ndead Summoner	Death's Head	20	60	15	10	10			Death
Made of an obsidian shaft, this staff is capable of killing someone in one hit. If wielded by a true master, serving under the Dark God.									
Plain	Sceptum Fontis	10	30	9	6	10			N/A
This mighty staff is crafted and named after the staff used by the Water Titan to control the terrors of the sea.									

CLASS	NAME	REQ	LVL	PWR	ACC	DEF	AFF	PWR	ADILITIES
Swords are common, fairly powerful, and can be used by most classes. Warriors, Mages, and Summoners use light swords; all medium classes (except Barbarians) use medium swords; and Casters, Open, and Summoners (not heavy blades).									

ght	Dagger	1	3	6	1	0			N/A
The Dagger is a basic beginner's weapon. It's reliable, although not too powerful.									
ght	Parazonium	2	5	6	7	0			N/A
The Parazonium is an old, simple knife with no accents at all.									
ght	Main Gauche	3	8	6	3	0			N/A
Typically, this kind of sword would have been used more for parrying, due to its long, curved quillions, but its heft has brought it into the arena as a light sword.									
ght	Kard	4	12	6	3	0			N/A
The Kard is an ornate knife crafted from one piece of metal, hilt and blade of the same forging. The handle is engraved with religious scriptures and iconography.									
ght	Full Moon	5	14	6	4	6			N/A
Used more for parrying than attacking, the Full Moon has a curved blade and a round orb on the end of the handle. Used well, it can cause serious damage as it is kept very sharp.									
ght	Pugio	6	16	9	5	6			N/A
The Pugio is a straight, double-edged dagger. It looks fairly similar to the Gladius and is very popular among Imperials.									
ght	Achnacas	8	22	9	5	8			N/A
Like the Kard, this weapon is forged from one solid piece of metal, however, its blade is sharpened on both sides, rather than one.									
ght	Scramasax	9	24	9	6	0			N/A
The Scramasax is a strong sword not uncommon to the gladiatorial games, nor to full scale war. Since they are made with great care, buying a Scramasax is a wise investment.									
ght	Sickle	9	24	9	6	8			N/A
This sword has a small, simple handle with a curved blade extending from it and is sharpened only on the inside of the nearly circular curve.									
ght	Chopper	11	30	12	7	10			N/A
This executioner's tool is a broad, heavy-bladed light sword brought into the arena to cleave rather than slash or pierce.									
ght	Forester's Dagger	12	32	12	7	12			N/A
The Forester's Dagger is meant to be carried for protection against wild animals and is always kept very sharp. It has a long, light blade with a slight curve to it.									
ght	Liberation	14	38	12	8	0			N/A
Liberation is the official suicidal dagger used by the queens of the royal families should any enemy forces ever overtake their palace.									

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CLASS	NAME	WEIGHT	STR	DEF	ACC	REC	AFF	OWE	ADILITIES		
Light	Faux Supina	15	42	12	-8	14	0	0	0	0	N/A
Differing from the Sickie mainly by its weight, this Imperial weapon is curved and is sharpened only on the inside of the curve.											
Light	Croag	16	43	15	-9	16	0	0	0	0	N/A
It is rumored that this light sword is made from polishing down and sharpening a dragon's fang, although it's more likely to be a boar's tusk.											
Light	Leviathan	17	46	15	-9	16	0	0	0	0	N/A
This wavy-bladed dagger carries the affinity of the water god, Maritimus, and cuts through flesh as easily as a boat cuts through water.											
Light	Harpe	20	54	15	10	18	0	0	0	0	Deep Strike
The curved blade of this sword is said to pierce twice as deep. Mythology claims that exactly this type of knife was used to slay the cyclops king.											
Medium	Machera	1	5	6	-1	0	0	0	0	0	N/A
This sword is always kept sharp, but once it loses its edge, it's not very useful. This is a good short sword for one-on-one combat, but in a big battle it's not very practical.											
Medium	Small Sword	2	8	6	-2	0	0	0	0	0	N/A
Simple and easy to use, the Small Sword is rarely kept too sharp. Someone trained with this weapon usually uses thrusting attacks rather than slashing attacks.											
Medium	Cherob	3	11	6	-2	6	0	0	0	0	N/A
This is a straight short double-edged bronze sword usually used in holy rituals by the middle to lower class citizens.											
Medium	Rising Sun	4	14	6	-3	6	0	0	0	0	N/A
The Rising Sun is a traditional nomadic weapon, light, with a subtly curving blade. The hilt pays homage to the god of life.											
Medium	Quaddara	5	16	6	-4	6	0	0	0	0	N/A
The Quaddara is one of the few straight-bladed swords used in the Southern Expanse. It has a central shaft down the middle where the blades originate from.											
Medium	Sica	6	19	9	-5	8	0	0	0	0	N/A
The Sica is a short Imperial sword favored by assassins. It's easy to conceal and light enough to carry great distances, while stalking the target.											
Medium	Gladius	7	22	9	5	0	0	0	0	0	N/A
The standard arena sword of Imperia, the Gladius, is a small double-sided straight bladed sword. These swords are mass produced, their quality suffers and they can be brittle.											
Medium	Fazwan	8	24	9	5	0	0	0	0	0	N/A
The Fazwan is a simple, light, well-crafted sword and is a favorite throughout the Southern Expanse. It has been known to be called the Gladius of the South.											
Medium	Xan	9	27	9	-6	10	0	0	0	0	N/A
The handle of the Xan is exactly as long as the blade and weighs as much. It is meant to be wielded one-handed.											
Medium	Flyssa	10	30	9	-6	10	0	0	0	0	N/A
This is the national weapon of choice of most upper class throughout the Expanse. It has a simple elegance which appeals to the schools of Akar An.											
Medium	Calthain	11	33	12	-7	10	0	0	0	0	N/A
This is a rare Nordagh sword made with care over brute force. Its blade is strong and its handle, makes this sword not only deadly, but handsome.											
Medium	Saif	12	35	12	-7	10	0	0	0	0	N/A
The Saif is a curved sword from the Southern Expanse with a hooked pommel for easier swordplay acrobatics.											
Medium	Mainz	13	38	12	-7	12	0	0	0	0	N/A
The Mainz is a step above the Gladius. It isn't mass produced and although the blade is thinner, it is wider and gives more during combat.											
Medium	Shamshir	14	41	12	8	14	0	0	0	0	N/A
This is a medium length curved sword used in the school of Akar An to train would be Dervishes.											
Medium	Falcetta	15	43	12	8	14	0	0	0	0	N/A
The Falcetta is a unique looking weapon with a hooked handle and a blade that is curved on its sharpened side, but straight on the dull side of the blade.											
Medium	Cor	16	46	15	-9	4	0	0	0	0	N/A
One of the heaviest medium swords, the Cor is forged deep in the forest by the roughest blacksmiths in the known world.											
Medium	Trilabrum	16	46	15	-9	14	0	0	0	0	N/A
This is a short sword with a fat blade, sharpened on both sides. Its weight makes up for its length as it is very heavy for a one-handed weapon.											
Medium	Zatokhl	19	54	15	-10	16	0	0	0	0	Cripple
This is a true warrior's sword. It has no hand guard and although light and seemingly easy to use, only the mighty can wield it with precision to kill.											
Heavy	Estoc	1	7	6	1	0	0	0	0	0	N/A
The Estoc is a long sword designed for thrusting attacks more than for slicing attacks. Its blades aren't kept very sharp, but the bonus to accuracy one gets is great.											
Heavy	Chemong	2	11	6	2	0	0	0	0	0	N/A
This sword is a heavier version of the short daggers that the nomads of the Steppes use as utility tools. It has a very sharp curved blade.											
Heavy	Zulf-i-Khar	4	18	6	-3	264	0	0	0	0	N/A
Because of its accuracy and history, this sword, modeled after that of the great prophets of the royal court of Ibilis is a rare commodity.											
Heavy	Falchion	5	22	6	4	0	0	0	0	0	N/A
The Falchion is different from most Imperial swords, as it has a curved, double-edged blade that looks as if its design was inspired by the weaponry of the Southern Expanse.											
Heavy	Spatha	6	25	9	5	0	0	0	0	0	N/A
The Spatha is a longer version of the Gladius, usually reserved for the Imperial Cavalry, but sometimes making its way into the gladiatorial arena.											
Heavy	Yatagan	6	25	9	5	8	0	0	0	0	N/A
Made for the holy war between the East and the South, this sword was meant to dispatch enemies of the gods. It has made its way into the games because of its intimidating history.											
Heavy	Herebra	7	29	9	5	6	0	0	0	0	N/A
The blade of the Herebra is shaped like the rare, yet robust life-giving leaves of the trees of the Southern Expanse and carries an innate Water Affinity charge.											
Heavy	Sapam	9	36	9	-6	6	0	0	0	0	N/A
This ancient sword is crafted of bronze and was rumored to be the very same style of sword that Aeris fought with alongside the other gods in the Six Heavens War.											

Training Materials

GLADIUS PRIMA'S OFFICIAL STRATEGY GUIDE

CLASS	NAME	LEVEL	DMG	ACC	DEF	ATT	STR	AGI	INT	SPR	RES	ADDITIONAL
Gwazi	Ram-Oro	19	54	15	10	16						N/A
A very powerful ore found only in the Southern Expanse. The refined metal of this ore is imbued with the dark affinity and as such, suits Gwazi well.												
Legionnaire	Light Spatha	16	46	15	-9	0						N/A
A shorter version of the Spatha. Although shorter, the weight of this sword is retained to a great extent, making it a powerful sword for the Legionnaire.												
Legionnaire	Longblade Pugio	17	49	15	-9	0						N/A
The Longblade Pugio is a sword version of its very popular Imperial dagger's namesake. Kept very sharp, even for a short sword, its damage rating is very high.												
Ludo	Dark Blade	1	54	15	-9	18						N/A
After leaving Valens' school, Ludo swore his life away to the Dark God. He uses this bastardized version of Valens' Machera charged with the dark affinity as his weapon.												
Murmillo	Blade of Tides	17	49	15	-9	18						Bleeding
The Blade of Tides is a cruel looking weapon based on the ferocity of the open sea. As many lives as the mighty waters have claimed, so shall this blade.												
Murmillo	Caudal Blade	18	51	15	-9	14						N/A
Nearly all the Murmillo honor Marius, the turtle god of water. The truly strong Murmillo wield weapons honoring Marius' glory. The Caudal Blade is one such weapon.												
Samnite	Vicious Blade	17	65	15	-9	8						N/A
The Vicious Blade is one of the few heavy swords from the Southern Expanse. The smiths of the South view the samnites as more barbaric and this sword reflects that point-of-view.												
Samnite	Percello Simplex	19	72	15	-10	0						N/A
Available to the Samnite only, the Percello Simplex, like the Percello Gravis, is only used in the games.												
Samnite	Pierced Blade	19	72	15	-10	0						N/A
The Pierced Blade makes a unique noise when clashing against armor due to the rings adorning the backside of the blade. Its sound has become synonymous with death.												
Secutor	Razor Shard	16	43	15	-9	0						Bleeding
Although crude looking, the razor sharp blade of this sword can cause bleeding in opponents.												
Secutor	Andimaru	18	49	15	-9	14						N/A
The Andimaru is a warrior's sword passed down through generations. The tassels at the end of the handle signifies the warrior's affinity by its color and their family status by its size.												
Valens	Munio's Sword	22	67	18	10	0						Supreme Critical Affinity Charge up
Finding his father's sword, Valens feels empowered with a great strength. This legendary sword felled many a gladiator and soon, a Dark God.												
Valkyrie	Feighona's Sword	20	67	15	-8	30						Power increase
The spirit of the fallen valkyrie Queen, Feighona has descended from the heavens and manifested herself as a spear so powerful as to bring the Dark God to his knees.												
Dark Legion	Sica	6	16	9	-5	8						N/A
The Sica is a short Imperial sword favored by assassins. It's easy to conceal and light enough to carry great distances, while stalking the target.												
Mutius	Dragon Sword	1	22	6	1	20						N/A
The Dragon Sword is a manifest of the Dark God itself, crafted in the likeness of the god's true form. It has unmatched power when wielded by a slave of darkness.												
Heavy	Qo'al-marael	10	40	9	-6	12						N/A
This mighty sword is crafted and named after the sword used by the Fire Titan in the Six Heavens War. Its extremely thick blade makes it suitable only for heavy gladiators.												

ARMOR

CLASS	NAME	LEVEL	DMG	ACC	DEF	ATT	STR	AGI	INT	SPR	RES	ADDITIONAL
Light	Wrist Brace	1	2	1	0	1	0					N/A
This is nothing more than a light brace that covers the wrist.												
Light	Chainmail Guard	2	6	1	0	2	4					N/A
This guard consists of a chainmail sleeve and pauldron. It is worn mainly to protect against slashing attacks and is not too strong against heavy blows or piercing attacks.												
Light	Rough Greaves	2	6	1	0	2	6					N/A
The Rough Greaves are a used pair of light braces that strap onto the lower legs.												
Light	Iron Bracer	3	10	1	0	2	0					N/A
The Iron Bracer is a small, light wristguard that protects the hand as well as the forearm.												
Light	Bronze Bracer	4	14	2	0	3	4					N/A
Made of solid bronze, this is a medium weight piece of armor worn on the forearm, offering fair protection.												
Light	Shoulder Brace	5	18	2	0	4	4					N/A
This is a standard medium weight metal brace strapped onto the shoulder.												
Light	Arm Brace	6	22	3	0	5	6					N/A
The heaviest single-piece arm brace, this item covers the entire arm, offering the strongest arm protection you can get from a brace.												
Light	Leg Brace	7	26	3	0	5	6					N/A
The heaviest single-piece leg brace, this item covers the entire leg, offering the strongest leg protection you can get from a brace.												
Light	Ringmail Guard	8	30	3	0	5	8					N/A
The Ringmail Guard is a more robust arm and leg covering worn to protect from slashes and heavier blows. It's not too strong against piercing attacks.												
Light	Scalemail Guard	9	34	4	0	8	8					N/A
This strong chainmail guard has metal scales attached, offering fair protection against any type of attack.												

CLASS	NAME	LEVEL	PWR	DEF	ACC	INT	ATT	PWR	DEF	ACC	INT	ATT	ABILITIES
Light	Steel Bracer	10	38	4	0	-8	10	0	0	0	0	0	N/A
The Steel Bracer is a medium sized, light weight shield that straps onto the forearm.													
Light	Silver Bracer	11	42	4	0	4	10	0	0	0	0	0	N/A
This is a simple strap-on bracer made of strong silver.													
Light	Gold Bracer	12	46	5	0	7	12	0	0	0	0	0	N/A
The Gold Bracer is a heavy piece of armor that straps onto the forearm and offers the best in light protection.													
Light	The Bloody Hide	13	50	5	0	6	12	0	0	0	0	0	N/A
Inspired by the bloody coats of the desert jackals, this bronze gauntlet has rivets of fur sculpted into it, making it thicker in some places and therefore stronger.													
Light	Segmented Guard	14	54	5	0	7	14	0	0	0	0	0	N/A
The Segmented Guard is a fairly standard guard made of metal plates linked together with either chain or leather.													
Light	Studded Guard	15	58	5	0	8	0	0	0	0	0	0	N/A
Designed to glance blows off of the armor rather than to absorb the blow, the Studded Guard is made of heavy metal scales chained together.													
Light	Spiked Guard	16	62	6	0	9	0	0	0	0	0	0	N/A
This spiked guard covers the shoulder, knee, foot and forearm. Being hit while wearing this armor will sometimes damage your foe.													
Light	Bladed Guard	17	66	6	0	9	14	0	0	0	0	0	N/A
Like the Spiked Guard, this guard has blades mounted on it and covers the shoulder, knee, foot and forearm and will sometimes deal damage upon your foe once attacked.													
Light	Weapon Rig Guard	18	70	6	4	-8	0	0	0	0	0	0	N/A
This standard guard has a brace at the wrist that fastens weapons tight to the wielder, making their weapon a virtual extension of their arm.													
Light	Sword Breaker Guard	19	74	6	0	10	16	0	0	0	0	0	N/A
An odd looking guard, this arm and leg piece is designed with many grooves and catches on it, making it possible to break the attacker's weapon.													
Light	Acid Guard	20	78	6	0	10	18	0	0	0	0	0	Regeneration
Made by an alchemist and a blacksmith, this guard has a thin layer of acid imbued into the finish. If knockback is used against the wearer, the armor will damage the attacker.													
Medium	Short Cape	1	3	1	0	-1	0	0	0	0	0	0	N/A
The Short Cape is a standard for beginning light infantry in Imperia.													
Medium	Woven Skirt	2	7	1	0	-2	4	0	0	0	0	0	N/A
This short cloth skirt yields standard low-end protection without much embellishment.													
Medium	Leather Cape	4	15	2	0	-3	4	0	0	0	0	0	N/A
Generally made from the hide of a relatively large animal, this cape is one piece of thick leather that hangs nearly an entire body's length.													
Medium	Heavy Fur Skirt	5	19	2	0	-4	4	0	0	0	0	0	N/A
Worn for camouflage, warmth and as armor, the Heavy Fur Skirt offers mid-range protection.													
Medium	Regal Cape	6	23	3	0	-5	4	0	0	0	0	0	N/A
The Regal Cape is made of double layered leather, with embellishments of fur and the crests of famous schools covering its surface.													
Medium	Leather Armor	7	27	3	0	-5	0	0	0	0	0	0	N/A
This is a standard, tanned and worked light leather armor.													
Medium	Heavy Leather Armor	8	31	3	0	-5	6	0	0	0	0	0	N/A
The Heavy Leather Armor is a well-crafted, durable armor. Its weight makes it a popular choice for gladiators who would rather not wear heavy metal armor.													
Medium	Cured Leather Armor	9	35	4	0	-8	6	0	0	0	0	0	N/A
The Cured Leather Armor is a thick leather, cured with oils and hardened through heat tempering.													
Medium	Leather Breastplate	10	39	4	0	-8	0	0	0	0	0	0	N/A
Worn close to the body, this armor conforms to the muscles of the wearer and allows for much ease of movement.													
Medium	Reinforced Leather Armor	10	39	4	0	8	6	0	0	0	0	0	N/A
The Reinforced Leather armor is a standard leather armor with rigid metal boning.													
Medium	Ivory-Stud Leather	11	43	4	0	-7	0	0	0	0	0	0	N/A
This armor from the Steppes is heavily imbued with ivory studs crafted from the tusks of fallen tundra mammoths.													
Medium	Latticed Skirt	12	47	5	0	-8	8	0	0	0	0	0	N/A
This imperial skirt is a testament to the aesthetics of combat as well as the functionality of armor. Metal plates hang from a leather belt.													
Medium	Chainmail Skirt	14	55	5	0	-4	10	0	0	0	0	0	N/A
The Chainmail Skirt is one of the heavier skirts worn in combat, and offers a great deal of protection.													
Medium	Lorca Segmentus	14	55	5	0	-9	10	0	0	0	0	0	N/A
Wrapped around the body, this armor latches in the front, down the middle of the chest. It's made up of many pieces of metal and therefore allows for decent movement.													
Medium	Bronze Studded Leather	15	59	5	0	-8	10	0	0	0	0	0	N/A
This studded armor is a standard leather armor imbedded with numerous bronze studs.													
Medium	Bronze Breastplate	16	63	6	0	-9	12	0	0	0	0	0	N/A
The solid piece of bronze, this medium weight breastplate has muscular shapes formed into it, making the wearer seem stronger.													
Medium	Studded Breastplate	17	67	6	0	10	12	0	0	0	0	0	N/A
The Studded Breastplate is a piece of armor designed to deflect blows as well as simply protect the wearer.													
Medium	Bronze Imperial Skirt	18	71	6	0	-9	12	0	0	0	0	0	N/A
A heavier version of the Latticed Skirt, the Bronze Imperial Skirt is the heaviest of the standard skirts and protects well while still allowing for easy movement.													
Medium	Dragon's Cape	19	75	6	0	-6	16	0	0	0	0	0	N/A
An extremely rare cape, the Dragon's Cape is made from the segmented leather of a dragon's belly.													

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CLASS	NAME	LEVEL	HP	DEF	ACC	INT	AGG	STR	SPR	RES	ABILITIES
Medium	Precious Cuirass	20	79	6	0	10	18				N/A
The Precious Cuirass is a breastplate made of solid Gold with iconic symbols carved into its front. Jewels adorn the edges, accentuating this armor's beauty.											
Heavy	Heavy Gorget	1	6	1	0	1	0				N/A
The Heavy Gorget is made of a combination of strong metals, cast together into a strong, solid armor.											
Heavy	Iron Gorget	1	6	1	0	1	0				N/A
Simple and crude, this gorget is made of pure iron faces hinged together at the shoulder and neck with a leather reinforced body covering attached to the underside.											
Heavy	Crude Iron Plate	2	10	1	0	2	0				N/A
This is a cumbersome wrought iron armor set that only the strongest warriors can wear. There are no embellishments, it is worn only for protection.											
Heavy	Heavy Chain Gorget	2	10	1	0	2	4				N/A
The heavy iron chainmail in this gorget is plated with gold, making it flow with the body and hinder movement less.											
Heavy	Iron Gear	3	15	1	0	2	0				N/A
The most basic of all the "Gear" type armors, this is a heavy-weight package of armor made of forged iron.											
Heavy	Bronze Plate	4	19	2	0	3	4				N/A
The Bronze Plate is a basic plate that's quite affordable for how much protection it offers.											
Heavy	Metal Suit	4	19	3	0	-3	4				N/A
Simply made to fit around the leg, waist and arm, the Metal Suit leaves the chest to be defended by a shield instead of armor.											
Heavy	Bronze Gear	5	24	2	0	4	6				N/A
The Bronze Gear consists of bronze leg guards, shoulder guards and an upper chest plate.											
Heavy	Lorica Segmentata	5	24	3	0	0	4				N/A
The Lorica Segmentata is made of light metal bands wrapped around all the limbs and torso.											
Heavy	Layered Shell	6	28	3	0	5	6				N/A
The Bronze Layered Shell is especially strong, as plates of bronze are joined together and layered, three deep.											
Heavy	Braced Armor	7	33	3	0	5	10				N/A
The Braced Armor has a layer of air between two layers of metal, so that when one layer gets damaged, there's still another layer to go through.											
Heavy	Plated Cuirass	7	33	3	0	5	8				N/A
The nickel plating on this bronze cuirass absorbs most of the damage, keeping wear and tear on the armor beneath to a minimum.											
Heavy	Horned Shell	8	37	3	0	5	10				N/A
The Horned Shell is a piece of armor worn only by the strongest warriors. The knees, feet, elbows and shoulders have animal horns mounted on them to add extra protection.											
Heavy	Scaled Gorget	8	37	3	0	5	0				N/A
This is a gorget made of heavy metal plates that hangs down to the stomach in the front and past the shoulder blades in the back.											
Heavy	Decorated Iron Plate	9	42	4	0	-8	12				N/A
This solid iron plate is reinforced and decorated with ribbings of steel in the visage of fearsome mythological animals.											
Heavy	Brace Plate	10	46	4	0	8	12				N/A
The Brace Plate is only worn by the most powerful warriors. It is a steel plate worn against the body with steel "braces" hanging off the shoulders for extra protection.											
Heavy	Heavy Gear	10	46	4	0	8	0				N/A
The Heavy Gear has a full chestplate and nearly full covering of one arm and one leg.											
Heavy	Armored Suit	11	51	4	0	5	12				N/A
The Armored Suit is the strongest suit there is without covering the body entirely.											
Heavy	Strength Armor	11	51	4	0	5	12				N/A
The Strength Armor consists of a breastplate, shinguard and forearm, leaving the biceps and thighs exposed so the muscles aren't hindered by the armor.											
Heavy	The Ferratus	12	55	5	0	-6	12				N/A
The Ferratus is a piece of armor commandeered from the royal imperial army. It is the strongest armor worn by the elite forces.											
Heavy	Dark Armor	13	60	5	0	-8	0				N/A
Images of skulls and bones are embossed and carved into this strong suit of unrefined iron—a fearsome shell.											
Heavy	Turtlebone Armor	13	60	5	0	-8	14				N/A
Modeled after the enormous shell of the mighty sea turtle, this steel reconstruction offers great protection from all physical attacks.											
Heavy	Brave Armor	14	64	5	0	-9	0				N/A
This armor is made of solid gold and engraved with fearsome enactments of past battles won. This intimidates opponents, increasing their chance of missing while attacking.											
Heavy	Mighty Gear	14	64	5	0	7	14				N/A
The Mighty Gear is made of only the finest reinforced metals, yet due to its masterful crafting still allows for agile movement.											
Heavy	Suit of Flight	15	69	5	0	3	16				N/A
A well kept Suit of Flight makes it easier to cross any terrain. There are hinges at every joint in the body, down to the toes and fingers.											
Heavy	Golden Suit	16	73	6	0	10	16				N/A
Cast in the most precious metal, the Golden Suit is measured to fit each warrior individually, making it well worth the cost.											
Heavy	Obsidian Shell	17	78	6	0	-10	16				N/A
This shell is made of a legendary metal, polished down to a shiny black. The inside is made of leather, making it comfortable to wear, while still offering very strong protection.											
Heavy	Legendary Suit	18	82	6	0	-3	18				N/A
Fashioned after the suit of armor worn by Aeris during the six-heavens war, this armor is light, yet offers strong protection.											
Heavy	Robustus Gustos	19	87	6	0	0	18				Heavy Retaliation
Used by those who started the gladiatorial games. Made of a unique metal, it has no effect on movement. Shockwaves created by attacks may injure the opponent.											

CLASS	NAME	LEVEL	FW	DEF	ACC	ML	ADPWR								ADULTIES
Heavy	Diamond Shell	20	91	6	0	10	0								Defense Up
This shell is studded with hundreds of unbreakable diamonds that offer mighty protection, while making it harder for foes to land a hit, due to the sun reflecting off of its surface.															
Amazon	Leather Bikini	3	10	1	0	2	0								N/A
The Leather Bikini is the most basic protection found in a bikini garment.															
Amazon	Cured Bikini	6	22	3	0	-5	4								N/A
The Cured Bikini is very strong for leather. It is cured to a near rigid state and protects much better than standard leather.															
Amazon	Chainmail Bikini	12	46	5	0	0	8								N/A
The Chainmail Bikini has a leather underpiece bound to a strong layer of chainmail. It offers fair protection against standard melee attacks.															
Amazon	Platemail Bikini	13	50	5	0	-2	8								N/A
Stronger than the Chainmail Bikini, the metal plates attached to this leather garment protect not only from standard slash attacks, but piercing ones as well.															
Amazon	Braided Metal Bikini	18	78	6	0	0	16								N/A
The Braided Metal Bikini is a flexible piece of armor made of thin pieces of metal braided together.															
Amazon	Rigid Bikini	18	70	6	0	-7	14								N/A
The Rigid Bikini is made from one solid piece of Bronze and fastened on with leather buckles.															
Arcane	Burlap Wrap	1	2	1	0	-1	0								N/A
This wrap is merely a long swath of burlap wrapped around the body to protect mainly from the heat. Yet it is light enough to a low wind to pass through.															
Arcane	Canvas Robe	1	2	1	0	1	0								N/A
This is a standard robe worn open in the front. It offers cheap protection from the elements.															
Arcane	Collared Cloak	2	6	1	0	-2	0								N/A
This cloak is made of a heavy fabric and has a tall firm collar to protect the neck.															
Arcane	Cotton Del	2	6	1	0	-2	0								N/A
The Cotton Del is a flimsy flowing robe usually worn during meditation exercises.															
Arcane	Cotton Toga	3	10	1	0	-2	0								N/A
The most basic of togas, the Cotton Toga, is a basic beginner's costume for arcane gladiators.															
Arcane	Woven Toga	3	10	1	0	2	0								N/A
A fairly weak arcane covering, the Woven Toga is fashioned together from scraps of textile and offers little protection.															
Arcane	Hooded Cloak	4	14	2	0	-3	0								N/A
The Hooded Cloak is a basic cloak that offers added head protection.															
Arcane	Light Wrap	4	14	2	0	-3	10								N/A
The Light Wrap is nothing more than a swath of cotton wrapped around the body to offer protection from the elements as well as light physical attacks.															
Arcane	Short Del	5	18	2	0	-4	0								N/A
The Short Del is easily found throughout the desert as it is often the only covering worn by wandering nomads.															
Arcane	Velvet Robe	6	22	3	0	-5	13								N/A
This is an expensive arcane garment imbuing the wearer with confidence in the magic arts.															
Arcane	Fine Silk Toga	7	26	3	0	5	14								N/A
Traditionally, the tightly woven Fine Silk Toga is worn to protect against water while still flowing naturally with the body.															
Arcane	Heavy Robes	8	30	3	0	5	16								N/A
These fairly heavy robes are wrapped multiple times around the wearer, offering great protection from the elements.															
Arcane	Hooded Wrap	8	30	3	0	-5	14								N/A
A combination of different fabrics, this wrap covers the head as well, offering fair protection.															
Arcane	Leather Cloak	9	34	4	0	-8	16								N/A
This is a leather cloak that trails on the ground, hiding your footsteps as you travel, making it harder for people to track you.															
Arcane	Silk Del	10	38	4	0	-8	18								N/A
This medium length robe is a standard worn by villagers and wanderers all throughout the Windward Steppes.															
Arcane	Body Wrap	11	42	4	0	1	18								N/A
The Body Wrap covers the legs, body, arms and head with one piece of fabric.															
Arcane	Dyed Cotton Toga	12	46	5	0	0	18								Beast Dodge
This toga is woven from heavy cotton and dyed light brown making it harder for animals to discern its wearer as a target. It increases beast evasion.															
Arcane	Full Del	13	50	5	0	0	20								Frontal Defense
This is a long-sleeved del that wraps around the wearer, offering double protection from frontal attacks.															
Arcane	Sequined Robe	14	54	5	0	1	20								N/A
With heavy sequins on this robe of velvet, the wearer has a stronger confidence in the magic arts and decent protection from lighter weaponry.															
Arcane	Wizard's Cloak	15	58	5	0	0	20								Spell Range Up
The wizard's cloak is a mysterious cloak that enhances magic wielded by the wearer, increasing the range of spell skills.															
Arcane	Belted Wrap	16	62	6	0	2	22								N/A
The Belted Wrap is a basic wrap made from a heavy fabric. It is held on with a strong leather belt.															
Arcane	Cloak of the Heavens	17	66	6	0	-2	22								Affinity Charger
The Cloak of the Heavens honors all the Affinity Gods with iconic imagery embroidered into it. Wearing this cloak increases one's affinity charge rate.															
Arcane	Dragon Robe	18	70	6	0	2	24								N/A
No other robe offers as much protection as the Dragon Robe. It is made from the webbing of a dragon's wing.															

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CLASS	NAME	LEVEL	HP	MP	DEF	ACC	ML	ASL	PSR	ABILITIES	
Armane	Padded Silk Toga	19	74	0	0	0	24	0	0	0	N/A
This is a sturdy silk toga with woolen batting on the inside, offering protection not only from the elements, but also from assault.											
Arcane	Warrior Del	20	78	6	0	-1	24	1	1	1	N/A
This is a legendary garment worn by ancient warriors. Light metal plates adorn this double stitched sak del.											
Bandit	Thief's Clothing	12	46	5	10	10	0				Defense Up
The lightness of the Thief's Clothing allow for swift movement and gives the bandit a much higher chance of evading attacks.											
Barbarian	Lamb's Hide	1	3	1	0	-1	0				N/A
The Lamb's Hide is the most basic protection you can get. It's little more than a shirt made of sheepskin.											
Barbarian	Patched Cape	2	7	1	0	-2	4	0	0	0	N/A
Made from various animal pelts sewn together, the patched cape is a heavier armor worn by beginners in Nordagh.											
Barbarian	Jackal Pelt	3	11	1	0	-2	8	0	0	0	N/A
The Jackal Pelt is a light pelt worn for protection against the harsh winds of the Qaz Rah Desert.											
Barbarian	Wolfskin	5	19	1	0	4	4	0	0	0	N/A
The Wolfskin is a light and mobile hide to wear when traveling. It is a favorite among Gungnir, although others have been known to wear it as well.											
Barbarian	Mountain Lion Hide	7	27	3	0	-5	4	0	0	0	N/A
This armor is nothing more than a short cape made from the hide of a mountain lion.											
Barbarian	Leather Garb	9	35	4	1	-8	0				N/A
The Leather Garb feels a bit unusual for the Nordagh classes, as they are used to wearing pelts and furs, but when traveling, this is an adequate piece of armor.											
Barbarian	Double Leather	11	43	4	2	2	10	0	0	0	N/A
As the name would suggest, the Double Leather is a heavier type of leather Garb for the Nordagh classes. Although very fluid in movement, it offers decent protection.											
Barbarian	Oiled Pelt	13	49	5	0	0	8		0		Antidote
This pelt is made from the hide of the elusive Desert Eels that dwell in the sands surrounding Sarra bel. They have a natural oil which prevents the wearer from being poisoned.											
Barbarian	Buffalo Hide	15	55	5	0	-1	10	0	0	0	N/A
The thick leather and dense fur of the buffalo offers much protection for a hide.											
Barbarian	Griffin Pelt	16	6	0	0	0	12			0	N/A
Warriors who manage to kill a griffin often wear its pelt as a trophy. The Griffin Pelt has very dense fur and a thick, yet light, leather.											
Barbarian	Chimera Pelt	17	67	6	0	-1	14	0	0	0	N/A
There is no better protection found in a fur garment than that found in the coat of the legendary Chimera.											
Barbarian	Horse Hide	18	71	6	0	-2	8	0	0	0	N/A
This armor is the thick hide from fallen horse warriors treated and tanned and worn out of respect for the defeated.											
Barbarian	Bear Pelt	19	75	0	0	1	6	0	0	0	N/A
The large size of this pelt, along with the thick leather of the bear, offers good protection for a pelt armor.											
Barbarian	Dragon Hide	20	79	6	0	2	18	0			N/A
This is nothing more than the hide of a dragon--about as strong as aught metal--fashioned into a strong body armor.											
Centurion	Imperial Body Armor	20	91	8	0	-2	10	0	0	0	N/A
Elite soldiers of the Imperial Army are awarded with Imperial Body Armor in honor of their duty to the Empire. It is the strongest armor that a centurion can equip.											
Channeler	Mage's Robe	18	70	0	0	0	16	0	0	0	Spell Range up
This magical robe, crafted by Channelers for Channelers, increases the range of spell skills.											
Dervish	Royal Garb	17	66	6		7	12	0	0	0	Crowd's Favor
The high protectors of Queen Ludo are gifted the Royal Garb in honor of their duty to Her Majesty. It is the strongest armor that a dervish can equip.											
Gwar	Unknown	N/A	N/A	N/A	N/A	N/A	N/A				N/A
N/A											
Legionnaire	Soldier's Skirt	12	15	5	0	8	N/A				N/A
This medium-weight skirt offers fair protection and is used throughout the Imperial Armada. Since soldiers travel by foot, it is a light armor allowing for increased initiative.											
Legionnaire	Segmented Gear	20	79	0	0	1	10	0	0	0	N/A
For footsoldiers of the Imperial Army, there isn't a piece of armor better than the Segmented Imoenia Gear--a modified version of the Lorica Segmentata.											
Ludo	Shell of Darkness	1	65	6	0	-3	18			0	N/A
Ludo's armor.											
Mongrel	Bark Armor	1	2	1	0	-1	4	0	0	0	N/A
Made from sheets of bark strung together with leather, the Bark Armor offers weak protection.											
Mongrel	Dried Bones	4	14	2	0	-3	6		0		N/A
This armor is made of bones laid out on the outside of a standard leather backing. It is very fearsome looking armor.											
Mongrel	Rabbit Pelt	6	22	3	0	-5	0				N/A
The Rabbit Pelt is a light fur coat worn mainly for protection from the elements, but has made its way into the gladiatorial games as a beginner's armor in Nordagh.											
Mongrel	Bamboo Armor	10	38	4	0	-8	10		0		N/A
Found somewhere far to the east, this armor is fashioned by slapping multiple sheets of hard bamboo together with twine.											
Mongrel	Human Skeleton	14	54	5	0	1	12		0		N/A
Worn only by Mongrels, the Human Skeleton is a fearsome looking suit of armor. Made of human bones held together with leather, it strikes fear into the hearts of enemies.											
Mongrel	Bear Skeleton	18	70	6	0	2	14		0		N/A
Heavy bones from bears are tied together with bear hide to create this very strong and intimidating borte armor.											

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CLASS	NAME	HP	DEF	RES	ARM	ATT	SPR	ABILITIES
Heavy	Warlord's Shield	6	91	6	-2	0	0	N/A
The Warlord's Shield has been forged from the broken weapons and armor collected on the battlefield after a large-scale battle.								
Heavy	Digladio	7	106	6	2	0	8	Retaliation
A round silver shield with a single long spike protruding out from the center of it. The defender can deal significant damage back to the attacker with this shield.								
Heavy	Night's Guardian	8	121	7	2	0	6	N/A
This is a large shield bearing the visage of an intimidating owl, the bottom point coming to a golden "beak" and the top peaking at two sharp, golden "ears."								
Heavy	Visgoth Shield	9	135	7	2	0	12	N/A
This large shield has the fierce face of a lion cast in bronze protruding from the front of it. It is a fearful looking shield with many HP.								
Heavy	Reinforced Targe	10	150	8	2	0	0	N/A
This is a rough targe shield reinforced with iron. It is banded on the top and bottom of the shield, however these blades are more for show and offer little protection.								
Heavy	Diamond Shield	11	165	9	3	0	0	Blind Counter
The Diamond Shield is a polished solid gold shield studded with diamonds that shines like the sun, sometimes even blinding opponents.								
Heavy	Procerus	12	179	9	3	0	4	N/A
The Procerus is a tall tower shield made of wood with leather stretched over its surface. It's little more than a flat plank covered with soft leather.								
Heavy	Horned Shield	13	194	10	3	0	4	Retaliation
The Horned Shield is a light Tower shield that has horns from various plains animals mounted on it with the intention of harming the attacker while defending their blows.								
Heavy	Tower Shield	14	209	10	3	0	0	N/A
The Tower Shield is a large shield made of brass and steel that covers a great deal of the body. This is the favorite starting shield of Samnites.								
Heavy	Poison Quilt Shield	15	223	11	-3	0	10	Poisoning Block
Has a quilted leather front, underneath which are pockets of poisonous spores. If a leather pocket is ripped open, these spores will poison the attacker.								
Heavy	Jeweled Tower	16	238	11	3	0	0	Crowd's Favor
This shield is more for show than combat. Very heavy, it's only used by those who are too good to necessitate a shield. The crowd loves it when someone wields this shield.								
Heavy	Pointed Tower	18	267	13	4	0	0	N/A
An ovoid tower shield that comes to a point both at the top and the bottom. It is an uncharacteristic shape for a tower shield, but its shape makes it easier to use.								
Heavy	Obsidian Tower	19	282	14	5	0	16	N/A
This tall shield made entirely of Obsidian is one of the heaviest shields there is. It is black as night, serving as even more of an imposition than the samnite behind it.								
Heavy	Tower of Pain	20	297	15	-5	0	18	Fire Retaliation
The Tower of Pain is imbued with the power of Exuro. Made of a magical metal found only deep in the Expanse, it can cause fire damage to those you're guarding against.								
Centurion	Imperial Tower	18	267	13	-4	0	16	N/A
The Imperial Tower is a combination of a traditionally gladiatorial shield and a standard issue military scutum. Very suitable for a centurion.								
Centurion	Heavy Scutum	21	311	15	-5	0	0	N/A
The Heavy Scutum differs from standard military issue scuti, which are traditionally made of wood. This heavy shield is made entirely of metal and offers very high defense.								
Gungnir	Barricade Shield	16	146	11	3	0	14	N/A
Made of bound branches sharpened at both ends, the Gungnir have been known to plant this shield use it as a light barricade from behind which they hurl their javelins.								
Gwazi	Desert Carapace	18	175	13	-4	0	0	N/A
Following a tradition of old, Gwazi prefers to use the shell of a giant desert scarab beetle as his shield. The light weight of this shield keeps movement unhindered.								
Legionnaire	Soldier's Scutum	5	57	5	-2	0	10	N/A
The Soldier's Scutum is an Imperial Army issue shield for heavy ground troops. These shields are lightweight, reliable shields adorned with Imperial iconography.								
Legionnaire	Angled Scutum	15	156	11	-3	0	16	N/A
Used solely in the arena is based on shields used by the Imperial Army. The head and foot are bent outward so the legionnaire can hold it as close to their body as possible.								
Legionnaire	Clypeus	19	290	14	-5	0	0	N/A
The Clypeus was once used for Imperial Infantrymen doubling as scouts. It is a tall slender shield.								
Legionnaire	Ovoid Scutum	19	209	14	-5	0	0	N/A
Due to its unique shape and wooden construction, this shield hinders movement only slightly. It is the perfect blend between a military type shield and a gladiatorial shield.								
Ludo	Demon Shield	1	253	12	4	0	10	N/A
N/A								
Murmllo	Iron Targa	4	77	4	-1	0	0	N/A
This targe is a heavy metal shield with a bronze rim and a decorated enamel center. Although it is heavy, it has been weighted perfectly for skilled Murmllo to throw.								
Murmllo	Throwing Hoplite	7	106	6	-2	0	0	N/A
This is a sub-standard sized hoplite shield balanced perfectly for throwing. It is covered in hardened leather.								
Murmllo	The Cat's Claw	9	135	7	-2	0	12	N/A
The Cat's Claw has retractable "claws" around the rim of the shield that only come out once thrown. They retract before the gladiator catches the shield.								
Murmllo	Teres Moles	11	165	9	0	0	14	N/A
The Teres Moles is a powerful round shield made of thick steel with a bronze enamel, then polished to complete smoothness for precise throwing.								
Murmllo	Razor Shield	13	194	10	-3	0	16	Bleeding
The rim of this shield is razor sharp. When thrown, the Razor Shield is very devastating.								
Murmllo	Shisa Yika	15	223	11	-3	0	12	N/A
This small round shield has a beautiful sun sculpted onto the front of it. When thrown, it raises up into the sky and comes down with the flaming power of the sun.								
Ogre	Charging Rhino	18	267	13	4	0	0	N/A
Originally designed to be used by the mighty samnite, it's put in practice, when it was realized that nary a samnite could use such a shield. It is now a favorite of the ogre.								

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CLASS	NAME	LEVEL	HP	DEF	ACC	INI	AFF PWR							ABILITIES
Peltast	Elongated Guard	16	156	11	3	0	16	●	●	●	●			N/A
This light wooden arm guard is larger than most arm guards and because of its size and shape is very versatile. The paintings on the face call up to the gods for their support.														
Samnite	Notched Tower	17	253	12	-4	0	10	●	●	●	●	●		N/A
The notches in this hard wooden tower shield allow for a better range of movement from one's joints, making this tower shield hinder movement less than others of the same type.														
Samnite	Batenkh's Bane	18	267	13	-4	0	0							N/A
Batenkh, a devil spirit said to wander the plains of the Windward Steppes has become a fearful icon among the nomads. His face adorns this heavy samnite shield.														
Samnite	Wing of Safat	19	282	14	-5	0	12				●			N/A
This tower shield is modeled after the mighty wings of the mythical bird Safat. It holds great meaning for all who reside in the Southern Expanse.														
Secutor	Fur Lined Shield	15	146	11	3	0	16	●	●	●	●			N/A
Wielding this small, light shield allows for quicker movement while at the same time boosting one's affinity greatly.														
Secutor	Charioteer's Shield	18	175	13	-4	0	0							N/A
During the days of chariot racing, shields like this were used to completely cover one's upper body by bracing them against the wall of the chariot.														
Undead	Bwaag Scaap	14	150	10	3	0	10					●		N/A
This small shield is a bastardized version of the beautiful Bwaag Scaap. Instead of images of a peaceful landscape it has images of death and hatred etched into its face.														
Valens	Munio's Shield	21	233	16	0	0	0							Power Increase Affinity Charge Up
The shield thought lost for generations lends its strength to Valens for the final battle against the Dark God.														
Valkyrie	Fendell	20	221	15	0	10	30						●	Critical Defense
Fendell, the mythic protector of the Garden of Light has summoned a shield used by Valkyrie war goddesses for Ursula to use during her final battle against the Dark God.														
Dark Legion	Hoplite	6	69	6	-2	0	10						●	N/A
A standard Hoplite shield twisted and warped into a tool of the Dark God. This shield is distributed to the Dark God's troops in massive numbers.														
Mutius	Devil's Shield	1	357	10	-4	0	20							N/A
The Devil's Shield is used by the Dark Centurions who protect the base of the Dark God from the scourge of light.														

HELMETS

NAME	LEVEL	HP	DEF	ACC	INI	AFF PWR								ABILITIES
Amazon	Amazonian Headband	12	60	3	4	0	18					●		N/A
The Amazonian Headband is the traditional headgear for the legendary amazon. Although it offers little physical protection, its size allows for heightened accuracy.														
Arcane	Comptus	5	25	1	2	0	4	●	●	●	●			N/A
The Comptus is a standard headdress for arcane classes that can be found almost anywhere in Imperia.														
Arcane	Contubernium	6	30	2	3	0	6	●						N/A
Crafted by master smiths, the Contubernium weighs about the same as the Comptus, but offers much more protection.														
Arcane	Golden Headdress	7	35	2	-3	0	8			●	●			N/A
Since gold is a softer metal, this solid gold headdress will absorb much of the blow when physically attacked.														
Arcane	Infule	8	40	2	3	0	0							Disorientation
This mirrored headdress can cause either blindness or confusion to melee attackers.														
Arcane	Miter	14	70	3	4	0	0							N/A
The Miter is a stronger piece of headgear than the diadem or circlet, however it offers no affinity boost.														
Arcane	Sacred Miter	15	75	3	4	0	18				●			N/A
The Sacred Miter is blessed such that the higher your water affinity, the more likely you are to avoid damage completely when attacked.														
Arcane	Holy Miter	16	80	4	5	0	0							Auto Revive
The Holy Miter may only be average when it comes to protection from physical attacks, but it will sometimes revive the wearer once they've fallen in battle once per encounter.														
Arcane	Mythic Miter	17	85	4	-5	0	6				●			Move Range Up
The Mythic Miter makes the wearer light of foot, increasing one's movement range.														
Arcane	Crown of Air	19	100	4	-5	0	16					●		Move Range Up
Cast in silver and polished to complete smoothness, this crown embodies the spirit of Aeris and increases the wearer's movement range.														
Arcane	Crown of Earth	19	100	4	5	0	16					●		N/A
Aged copper gives this crown a slight green tint. The heavy metal crown represents Solum and makes the wearer seem hard as rock, nearly impervious to physical attack.														
Arcane	Crown of Fire	19	100	4	5	0	16	●						N/A
Made of sanded brass, this crown gets its power from Exuro. The wearer is protected from all manner of Flame attacks and lower level water attacks.														
Arcane	Crown of Water	19	100	4	-5	0	16		●					N/A
A polished iron crown under the influence of Maritimus, this crown protects the wearer from all water attacks and lower level fire attacks.														
Archer	Stained Fur Hat	16	80	4	5	0	14	●	●	●	●			N/A
Made of a heavy fur and is worn throughout the Windward Steppes by archers. The color of the stain depends on which affinity the wearer is strongest with.														
Archer	Spiked Fur Hat	17	85	4	-5	0	16	●	●	●	●	●		N/A
A fearsome looking lightweight headpiece worn by archers throughout the Windward Steppes. Its color and affinity depends upon the affinity preference of the wearer.														
Barbarian	Spiked Helm	19	95	4	-5	0	16	●	●	●	●	●		N/A
Crafted by the most hardened Barbarian blacksmiths, the Antower Brothers, the Spiked Helm is a fearsome piece of armor, unparalleled in quality.														

CLASS	NAME	LEVEL	HP	DEF	ACC	INT	ATT	PR	SP	PS	AG	ABILITIES
Barbarian	Rhinoceros Spangenhelm	20	100	4	5	0	0					N/A
A standard spangenhelm, reinforced with iron plates and the horn of a fallen rhinoceros attached to it. This is a very strong helmet for the Barbarian.												
Centurion	Bladed Gallic	19	100	4	5	0	0					N/A
This heavy gallic helmet has a more gladiatorial feel to it with its crest composing of six sharp blades running along its length.												
Centurion	Closed Gallic	19	100	4	5	0	18	0	0	0	0	N/A
After the Imperial Empire spread throughout the lands, this helmet was conceived. The ears are closed to offer protection and the crest shrunk to call less attention on the battlefield.												
Chaneller	Skeletal Headdress	20	100	4	5	0	0					N/A
Covers a fair amount of the head while at the same time adding very little weight to the chaneller. The gold in the metal also helps to channel her psychic abilities.												
Cyclops	Cycloptic Corinthian	18	90	4	-5	0	12	0	0	0	0	N/A
This is one of the few helmets that a cyclops is ever seen wearing. As they are not very vain creatures, they opt for functionality first and foremost.												
Dervish	Silk Fez	2	10	1	-1	0	6	0	0	0	0	N/A
This fez has a shimmering blue silk band crowning it. Wearing it will increase one's affinity with Marimus. This helmet is unbreakable.												
Dervish	Dancer's Fez	3	15	1	-1	0	6	0	0	0	0	N/A
This is a fez of moderate height with no tassel that is worn by the dancers of the Southern Expanse. This helmet is unbreakable.												
Dervish	Tasseled Fez	4	20	1	-2	0	4	0	0	0	0	N/A
This is a standard felt fez with a golden tassel attached at its apex. This helmet is unbreakable.												
Dervish	Tall Fez	5	25	1	2	0	0	0	0	0	0	N/A
This fez stands tall above the Dervish's head. Such headgear shows off one's stature in the arts of the Whirling Dervish. This helmet is unbreakable.												
Dervish	Rigid Fez	6	30	2	1	0	9	0	0	0	0	N/A
This is a rare fez made of a hardened leather. Being that it is quite robust, it is traditionally worn while traveling. This helmet is unbreakable.												
Dervish	Dervish Helmet	7	35	2	3	0	4	0	0	0	0	N/A
This is a very short fez made of a thin metal. It is Nordagh's attempt at making a southern type helmet for their tour-namers.												
Dervish	Veil	8	40	2	1	0	0	0	0	0	0	N/A
The Veil is a small turban that drapes down the back and has a veil that falls from it, down over the face. This helmet is unbreakable.												
Dervish	Turban	9	45	2	1	0	0	0	0	0	0	N/A
The Turban is simply a piece of cloth wrapped around the head many times. It offers decent protection for dervishes. This helmet is unbreakable.												
Dervish	Woven Turban	10	50	2	-3	0	8	0	0	0	0	N/A
A standard turban which instead of being wrapped around the head, is woven into itself and set upon the head. This keeps it from unraveling during battle. This helmet is unbreakable.												
Dervish	Cote Fez	11	55	3	-4	0	12	0	0	0	0	N/A
Legends from the south link this fez to a dubious secret society which is rumored to have formed in an attempt to tame and control the cyclops for its own sinister purposes. It is unbreakable.												
Dervish	Desert Turban	12	60	3	4	0	10	0	0	0	0	N/A
Sitting low on the head, the Desert Turban is worn when going deep into the desert and therefore covers the whole head, leaving only the eyes visible. It is unbreakable.												
Dervish	Leather Wrap	13	65	3	4	0	0	0	0	0	0	N/A
This is a turban made of a thin leather. The Nordagh people have put their spin on a traditionally Southern helmet. It adds a lot of HP but detracts from one's initiative.												
Dervish	Royal Turban	14	70	3	-4	0	6	0	0	0	0	N/A
A turban which sports the patterns and colors of the royal family of Ibus. It is made with gold thread and dyed with red ink, then wrapped many times around the head. It is unbreakable.												
Dervish	Cotton Sikke	15	75	3	4	0	0	0	0	0	0	N/A
The Cotton Sikke is of cotton and often looks dented and worn, being that this sikke is made by peasants who don't know how to make sikkes very well. It is unbreakable.												
Dervish	Wool Sikke	16	80	4	-5	0	4	0	0	0	0	N/A
The wool sikke is made entirely of wool. The middle stands only a little taller than the wrapped, turban part, and although it is wool, it is very tightly woven and still rigid.												
Dervish	Veiled Sikke	17	85	4	5	0	2	0	0	0	0	N/A
This is a mixture of two traditional dervish headpieces, the veil and the sikke. It hides the face of the dervish and protects the head at the same time.												
Dervish	Royal Sikke	18	90	4	5	0	14	0	0	0	0	N/A
The Royal Sikke is the only Sikke that has a tassel. It is brightly decorated much like the Royal Turban with gold threads and rich colors. This helmet is unbreakable.												
Dervish	Tekuja Sikke	19	95	4	5	0	8	0	0	0	0	N/A
This Sikke has a jewel embedded in the front of it that enhances one's strongest affinity greatly. It is wrapped in such a way as to mimic the headwear of the Tekuja statues. It is unbreakable.												
Dervish	Suff's Sikke	20	100	4	5	0	16	0	0	0	0	N/A
This is the holiest of all Sikkes. It is wrapped perfectly and has no loose ends of fabric. Showing off its stature, it has a small horn-pom at its apex. It is unbreakable.												
Diadem	Rigid Circlet	1	5	1	1	0	10	0	0	0	0	N/A
The Rigid Circlet is made of one hammered piece of steel that is worn as decoration more than it is for function.												
Diadem	Plated Circlet	2	10	1	1	0	10	0	0	0	0	N/A
The Plated Circlet has a leather underside with steel plates mounted on the outside.												
Diadem	Jeweled Circlet	3	15	1	2	0	4	0	0	0	0	N/A
Worn by the elite warriors of the Southern Expanse. Depending on which god your affinity is strongest with, its jewel is raised ornamentally in the center of the circlet.												
Dervish	Circlet of the Gods	4	20	1	2	0	12	0	0	0	0	N/A
The Circlet of the Gods is a meta-headpiece which raises your affinity greatly once equipped.												
Diadem	Diadem	9	45	2	-3	0	0	0	0	0	0	N/A
The Diadem is a basic tiara worn as a traditional headpiece more than it is for functionality.												
Diadem	Golden Diadem	10	50	2	-3	0	0	0	0	0	0	N/A
The Golden Diadem is physically stronger than the standard Diadem and is traditionally worn by those just beginning to explore heli-pretty.												

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CLASS	NAME	LEVEL	PWR	DEF	ACC	INI	ATT	PWR	●	●	●	●	●	●	●	●	●	●	●	ABILITIES
Diadem	Soul's Diadem	11	55	3	-4	0	4		●	●	●	●								N/A
The Soul's Diadem accents whatever the wearer's strongest affinity tie is, and adds a bonus to that affinity.																				
Diadem	Jeweled Diadem	12	60	3	-4	0	10		●	●	●	●								N/A
The jeweled Diadem shimmers like the sea with polished aquamarine inlay.																				
Diadem	Ringed Diadem	13	65	3	-4	0	14		●	●	●	●								N/A
Three thin pieces of unique precious metals joined by thin ornamental chain pay homage to the Earth when donned.																				
E/R	Archer's Crown	18	90	4	-5	0	18		●	●	●	●								N/A
The Archer's Crown was designed as an alternative to a standard helmet. This 'crown' allows the archer to aim and move without compromise while offering high defense.																				
Gladiatorial	Iron Thracian	3	15	1	-2	0	0		●	●	●	●								N/A
A long time favorite of samnites and secutors, the Iron Thracian is a powerful headpiece which offers full head protection, leaving nothing exposed.																				
Gladiatorial	Mosaic Thracian	4	20	1	-2	0	0		●	●	●	●								N/A
This helmet is made by melting down old helmets, weapons and armor and forming them together into this strong, yet somewhat motley looking headpiece.																				
Gladiatorial	Rimmed Thracian	6	30	2	-3	0	0		●	●	●	●								N/A
The Bronze Rimmed Thracian is merely a standard Iron Thracian helmet reinforced with bronze edging.																				
Gladiatorial	Shumpula	8	40	2	-3	0	0		●	●	●	●								N/A
Carrying with it the meaning of beheading, the Shumpula has the visage of a fallen gladiator's final scream cast in its face.																				
Gladiatorial	Nex	10	50	2	-3	0	0		●	●	●	●								N/A
The Nex's meaning, slaughter, is displayed prominently in the form of a bladed crest running the length of this intimidating ferinus helmet.																				
Gladiatorial	Carnifico	11	55	3	-4	0	0		●	●	●	●								N/A
The Carnifico is a heavy ferinus helmet, cast in metal, with hooks, horns and claws covering it. Looking upon it sends images of mutilation through one's mind.																				
Gladiatorial	Casus	12	60	3	-4	0	0		●	●	●	●								N/A
The Casus, meaning violent death, speaks for itself, as it is one solid piece of metal crafted in the visage of a saber-toothed tiger.																				
Gladiatorial	Horned Thracian	13	65	3	-4	0	0		●	●	●	●								N/A
This helmet has metal horns protruding from the top of the helmet. Although uncommon, some have been known to use this helmet to attack like a charging bull.																				
Gladiatorial	Pondus Fabula	15	75	3	-4	0	8	●	●	●	●									N/A
This is a legendary Pondus Helmet crafted in the likeness of famed gladiatorial champion Armolortis' helmet.																				
Gladiatorial	The Steel Skull	16	80	4	-5	0	0		●	●	●	●								N/A
One of the few Thracian helmets to have more than just eye holes, this one has nose holes and a mouth carved into it, representing a skull.																				
Gladiatorial	Grinning Pondus	17	85	4	-5	0	8	●	●	●	●									N/A
This helmet is crafted by only one blacksmith in the Windward Steppes. He gives his helmets frightening visages and his work houses the affinities of the gods.																				
Gladiatorial	Heavy Pondus	18	90	4	-5	0	6	●	●	●	●									N/A
A hybrid of the thracian and ferinus types. This pondus helmet is made of steel and has hinges and doors for ease of equipping quickly before battle.																				
Gladiatorial	Studded Pondus	19	95	4	-5	0	8	●	●	●	●									N/A
Not only does this iron Pondus have a full face shield, but it is also covered in studs of Bronze that will glance blows off its surface, lessening damage greatly.																				
Gladiatorial	Crested Pondus	20	100	4	-5	0	4	●	●	●	●									N/A
The Crested Pondus is molded from one solid piece of metal. The face plate doesn't open and the tall, thick crest protects from nearly all head attacks.																				
Gungnir	Wolf Cowl	5	25	1	2	0	14		●	●	●	●								N/A
The Wolf Cowl is a wolf's hide with the skull still intact. Worn on the head of a gungnir, this decoration of one's hunt serves as a reliable helmet.																				
Gungnir	Unknown	N/A	N/A	N/A	N/A	N/A	N/A		●	●	●	●								N/A
N/A																				
Gungnir	Bear Cowl	20	100	4	-5	0	14		●	●	●	●								N/A
This bear hide serves as a very strong defense for the gungnir, yet allows them their connection with Solum, the god of earth.																				
Hat	Fur Band	1	5	1	1	0	6	●	●	●	●									N/A
The Fur Band is just a step above plain leather and offers some magical support.																				
Hat	Warrior's Band	2	10	1	1	0	8		●	●	●	●								N/A
Gifted to the best warrior in a given tribe, the Warrior's Band is an intimidating headpiece made of leather and spent arrowheads.																				
Hat	Dark Band	3	15	1	2	0	6		●	●	●	●								N/A
The Dark Band is made of cured leather soaked in the great bogs until it is nearly rigid. The dark tint it gets from the bog is fearsome to opponents.																				
Hat	Death's Head Cap	4	20	1	-2	0	6	●	●	●	●									N/A
This skull cap is made from cast iron and has icons of death engraved on its surface.																				
Hat	Fur Hat	5	25	1	2	0	4	●	●	●	●									N/A
The Fur Hat is a light-weight hat that not only protects from the elements, but pads against medium attacks.																				
Hat	Horned Band	5	25	1	2	0	4	●	●	●	●									N/A
The Horned Band has horns of animals slain mounted on it. It is a fearsome looking headpiece.																				
Hat	Plated Band	5	25	1	-2	0	6	●	●	●	●									N/A
The Plated Band has a thick leather underside with small plates of precious metals sewn onto the outside for added protection.																				
Hat	Leather Hat	6	30	2	3	0	0		●	●	●	●								N/A
This hat fits the wearer tightly and offers minimal protection from attacks, but is better than nothing.																				
Hat	Wing Hat	6	30	2	3	0	10	●	●	●	●									N/A
The Wing Hat is made from the wings of the giant bats that haunt the Wastes. Their leather is thin, but strong.																				

CLASS	NAME	LEVEL	PWR	DEF	ACC	INT	AFF	PWR	DEF	ACC	INT	AFF	ABILITIES
Hat	Ring of Fangs	7	35	2	-3	0	6						N/A
This helmet has two rings of animal fangs adorning it. Not only do they create a fearsome look for this helmet, but they also help in deflecting blows from melee attackers.													
Hat	Wood Armored Hat	8	40	2	-3	0	10						N/A
With thin pieces of wood stitched into this thick leather hat, it's light enough that it won't hinder movement and offers high protection.													
Hat	Cured Leather Hat	9	45	2	3	0	4						N/A
This leather hat is about the strongest hat there is for how much it weighs. Imbued with the air affinity, it allows for faster movement.													
Hat	Silk Cap	10	50	2	3	0	6						N/A
The Silk cap is an ornate cap from the Steppes worn more or less to show your tribe than for protection.													
Hat	Patched Cap	12	60	3	4	0	0						N/A
This cap is patched together from scraps of leather salvaged after a hunt. It has ear flaps that protect the ears from the brisk winds of the Windward Steppes.													
Hat	Leather Cap	13	65	3	4	0	0						N/A
This is a small thin cap made of scraps of leather, usually salvaged after a hunt.													
Hat	Clawed Cap	14	70	3	4	0	4						N/A
The Clawed Cap is a double layered leather cap with the talons of an Eagle adorning the rim.													
Hat	Steel Cap	15	75	3	4	0	0						N/A
The Steel Cap covers just the top of the wearer's head, offering great protection from physical attacks to the head.													
Helm	Shielded Ridge Helmet	3	15	1	2	0	0						N/A
The Shielded Ridge Helmet has large cheek flaps and a lower brow. For a crude helmet, it's quite reliable.													
Helm	Confortari	9	45	2	3	0	4						N/A
The Confortari is the peoples' answer to the Consenesco. Consenesco are reworked and reinforced by traders and the resulting Confortari is actually a decent starting helmet.													
Helm	Consenesco	11	55	3	-4	0	0						N/A
The Consenesco is a ridge type helmet that has been manufactured by small factories in Catha and due to the mass production, suffers from lower standards of quality.													
Helm	Hooked Ridge Helmet	11	55	3	4	0	10						N/A
This ridge helmet has a lat hook protruding from its summit. Often, the god of one's affinity will be the visage on the end of the hook.													
Helm	Ridged Fortis	11	55	3	4	0	0						N/A
The Ridged Fortis is forged by armor dealers as a cheap means of income. There's always someone who wants one and they're not difficult to make.													
Helm	Iron Helm	18	90	4	5	0	4						N/A
The Iron Helm has no eye cover, but instead, protects the nose with a noseguard extending down from the forehead. It is similar to the helmets worn by the Nordagh army.													
Helm	Pointed Helm	18	90	4	5	0	10						N/A
The Pointed Helm has no face covering whatsoever, but extends well above the top of the head to a point. It is made from riveted metal plates.													
Helm	Bronze Horned Helm	19	95	4	-5	0	0						N/A
The Bronze Horned Helm is a heavy helmet cast in iron. From the sides of this helmet protrude two imposing looking bronze horns.													
Helm	Heavy Helm	19	95	4	5	0	6						N/A
This Gjermundbu Helm has both eye covering and a noseguard and comes to a point at the top of the crown. Helmets like this were worn by front line infantry in the King's Army.													
Helm	Iron Horned Helm	19	95	4	5	0	0						N/A
The Iron Horned Helm is a heavy helmet forged deep in the womb of Nordagh. It is one solid piece of metal with two iron horns sticking out from the sides.													
Helm	Horned Spangenhelm	20	100	4	5	0	10						N/A
The Horned Spangenhelm adds strength in defense to the standard Spangenhelm by attaching strong horns that can potentially catch weapons.													
Helm	Spangenhelm	20	100	4	5	0	0						N/A
The Spangenhelm is the basic metal helmet of the Barbarians. Made from riveted metal, it covers the top of the head and the eyes.													
Legionnaire	Soldier's Helmet	12	60	3	4	1	0						N/A
Issued to the slaves turned soldier under Imperial rule, these helmets are designed to be a touch above average in protection, but exemplary for all else.													
Legionnaire	Mask of Argos	17	85	4	-5	0	16						N/A
This corinthian helmet is unique in that it has a full face plate, although it is sculpted to look as though it still is an open faced helmet.													
Legionnaire	Brimmed Corinthian	19	100	4	-5	0	12						N/A
This corinthian helmet is crossed perfectly with a gallic helmet, taking advantage of the positives of both helmet types.													
Military	Glossy Attic	2	10	1	-1	0	0						N/A
Only the richest schools have attics made especially for their pupils. Of which, the Glossy Attic is one of the finest training helmets money can buy.													
Military	Pades Attic	4	20	1	2	0	4						N/A
The Imperia issue helmet is generally used by the infantrymen in the Imperial army and is only used for troops considered expendable.													
Military	Worn Attic	4	20	1	2	0	0						N/A
The Worn Attic is one of many helmets left behind after a war, never to be used again. Gladiatorial schools pick them up and use them for training.													
Military	Attic Durus	5	25	1	-2	0	4						N/A
This helmet is a custom made piece of armor. Hardly standard with the dual metal casting process it goes through, this attic is superior to all others of its type.													
Military	Brass Coolus	6	30	2	3	0	4						N/A
Forged in brass, this thin headpiece is a light helmet that offers decent protection.													
Military	Frons Coolus	6	30	2	3	0	6						N/A
The Frons Coolus offers average protection and has a brow guard as well as a longer neck guard.													
Military	Iron Coolus	6	30	2	3	0	6						N/A
Although the Iron Coolus offers fair protection, the weight of the metal often makes this helmet more of a hindrance than a help.													

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CLASS	NAME	HEAT	MPR	DEF	ACC	INT	ATT	PWR	ABILITIES
Military	Crested Coolus	7	35	2	-3	0	4		N/A
The Crested Coolus is typically worn by higher ranking soldiers and can be fitted with a crest.									
Military	Hooked Coolus	7	35	2	-3	0	0		N/A
A thick coolus helmet worn both for protection and for guidance by the gods. The likeness of the god of the particular affinity is cast into the hook on top of the helmet.									
Military	Ornamental Italic	8	40	2	-3	0	0		N/A
Initially made for display purposes, the Ornamental Italic Helmet is forged from a heavy combination of metals and is covered in images from past battles won.									
Military	Bronze Italic	10	50	2	-3	0	4		N/A
The Bronze Italic helmet offers decent protection for beginners or those who aren't in the front of the lines during battle.									
Military	Crested Italic	10	50	2	-3	0	0		N/A
This standard Italic helmet has attachments for a crest, but is more often used without one, being that the crest alone costs more than the helmet.									
Military	Ornate Italic Helmet	10	50	2	-3	0	0		N/A
The ornate designs on this helmet showcase your status as a warrior while at the same time adding a little more protection than the standard Bronze Italic Helmet.									
Military	Praetorian Italic Helmet	11	55	3	-4	0	10		N/A
The crested Praetorian Italic Helmet is the strongest of the Italic helmets and is generally awarded only to the bravest of the Imperial infantry, hence the high cost.									
Military	Attic Cuspis	13	60	3	-4	0	6		N/A
This Attic helmet is only a step above the Pedes Attic. It has a single metal spike at its summit.									
Military	Corinthian Helmet	16	80	4	-5	0	4		N/A
The Corinthian is the only helmet in this class with even a partial faceguard. Made from one solid piece of metal, it's custom built to fit the warrior who bought it.									
Military	Crested Corinthian	17	85	4	-5	0	4		N/A
The Crested Corinthian is one of the most expensive helmets there is. Made of heavy-cast bronze, and with a rigid crest mount, this is a very tough helmet.									
Military	Regal Corinthian	17	85	4	-5	0	0		N/A
The Dual Crested Corinthian helmet offers amazing protection and is equipped with two regal crests to intimidate opponents.									
Military	Galic Helmet	17	85	4	-5	0	0		N/A
The Galic Helmet is a stronger version of the Italic Helmet worn by Imperial light infantry. Galic type helmets are only worn by Centurions.									
Military	Ornate Galic Helmet	18	90	4	-5	-8	6		N/A
The Crested Ornate Galic helmet is a heavy military helmet with a tall crest symbolizing one's faith in the Gods.									
Military	Galic Aquincum	18	90	4	-5	-7	6		N/A
The Galic Aquincum is a bronze Galic helmet with a tall spike on the top.									
Military	Enforced Galic	19	95	4	-5	0	8		N/A
The Enforced Galic looks hardly different from the Galic Aquincum, but under the bronze, it's reinforced with an iron skeleton.									
Military	Metal Crested Galic	19	95	4	-5	0	12		N/A
This is a heavy Galic helmet with a tall metal crest running from left to right instead of the standard front to back. This helmet offers superior protection.									
Minotaur	Scorched Skull Cap	3	20	1	-2	0	14		N/A
This leather cap is made from the viscera of a dragon, and has been scorched to near rigidity.									
Minotaur	Flowing Chainmail	5	25	1	-2	0	10		N/A
This helmet is a small band that fits around the horns and head of a minotaur and allows the chainmail to drape down the minotaur's back, offering protection from behind.									
Minotaur	Bladed Fin	7	40	2	-3	0	10		N/A
This small minotaur helmet is a skull cap type helmet with short metal blades extending from the top of it, symbolizing the fins of a fish.									
Minotaur	Crested Beast Helm	9	60	2	-3	0	0		N/A
This is a crested helm usually worn by the horses of the Imperial army, but it has been customized to fit the mighty minotaur. It has a tall crest and looks very gladiatorial.									
Minotaur	Spiked Beast Helm	12	80	3	-4	0	16		N/A
This minotaur helmet was designed with the idea of a charging bull in mind. It has a single iron spike extending out from the top of it.									
Minotaur	Horn Guard Helmet	15	100	3	-4	0	0		N/A
This helmet is the only Minotaur helmet that has metal pieces that extend out and cover the horns, protecting them from battle.									
Mongrel	Shattered Thracian	18	90	4	-5	0	0		N/A
It is rare for a mongrel to wear a helmet, but on occasion one will be seen sporting the remaining shell of their latest victim's. The Shattered Thracian is an example of such a helmet.									
Murmillo	Mosaic Campana	4	20	1	-2	0	6		N/A
Much like the Mosaic Thracian helmet, this campana is made from melting down all kinds of metal, giving this helmet a semi-quilted looking quality.									
Murmillo	Copper Campana	6	30	2	-3	0	0		N/A
One of the most basic Murmillo specific helmets you can buy, the Copper Campana is a simple, lightweight piece of headgear.									
Murmillo	Polished Campana	8	40	2	-3	0	0		N/A
The Polished Campana is uncharacteristically plain for a Murmillo helmet. It is polished to a bright sheen and is elegant in its simplicity.									
Murmillo	Iron Campana	10	50	2	-3	0	8		N/A
This dull looking heavy helmet made by the blacksmiths of Nordagth and therefore isn't much more than a protective piece of headwear without much show.									
Murmillo	Maritus	12	60	3	-4	0	12		N/A
This steel campana helmet has images reminiscent of the sea and its power engraved into its surface.									
Murmillo	Jeweled Campana	14	70	3	-4	0	10		N/A
The jeweled Campana helmet has six affinity jewels set into its elegant surface.									
Murmillo	Spiked Campana	16	80	4	-5	0	8		N/A
This bell shaped helmet is the traditional headgear of the Murmillo. At its apex is a tall spike.									

Black Mountain



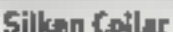

















ACCESSORIES			ACCESSORIES		
ITEM	NAME	EFFECT	ITEM	NAME	EFFECT
Anklet	Anklet of Oasis	+ 10 Water Affinity	Anklet	Silk Anklet	Move to Attack Up
This anklet is said to contain the waters of a mythical oasis deep in the Qaa Rah Desert in its ornamental jewel. It will raise Water affinity.			This delicate accessory increases the wearer's Move to Attack range.		
Anklet	Anklet of Will	Steadfast	Anklet	Steel Anklet	Defense +5
This unique anklet protects the wearer against charm and confusion attacks. It is woven of seaweed found on the beaches of Trikala.			This is a thick anklet crafted from sub-weapon grade steel which is worn to increase defense.		
Anklet	Chain Anklet	Damage Reduction	Anklet	Tekuja Anklet	Positive Reaction
This heavy anklet is crafted by the robust blacksmiths of Nordagh. It will decrease the amount of damage received by the wearer in battle.			Modeled after the jewelry adorning the mystical Tekuja statues, this anklet will boost the wearer's popularity.		
Anklet	Desert Viper	Power Increase	Armband	Birch Armband	+ 10 Earth Affinity
Made from the shed skin of the most feared snake in all the known regions, this anklet will increase the wearer's PWR while in battle.			The soft bark of the birch tree contains the energy of the Earth and when worn, channels it into and through the human, increasing one's Earth affinity.		
Anklet	Earthen Anklet	+ 10 Earth Affinity	Armband	Bone Armband	+ 10 Death Affinity
Crafted from pounded down raw ore, this anklet will increase the wearer's Earth affinity.			Made of bones strung together with sinew, the Bone Armband increases one's Death affinity when worn.		
Anklet	Golden Anklet	+ 10 Life Affinity	Armband	Brute's Armband	Supreme Critical
The Golden Anklet is a tight piece of jewelry crafted by the Queen's royal jewelers. It will increase the Life affinity of the wearer.			This is a tight leather armband worn to accentuate one's muscle tone. Equipping it makes criticals achieved deal more damage than normal.		
Anklet	Ivory Anklet	+ 10 Death Affinity	Armband	Chainmail Armband	Damage Reduction
Braided Elephant hair and an ornamental tusk section make up the Ivory Anklet. It is a testament to the Death affinity.			The strongest chainmail in all the known regions decreases the amount of damage received in battle when this armband is equipped.		
Anklet	Jeweled Anklet	Affinity Charge Up	Armband	Feathered Armband	+ 10 Air Affinity
Adorned with the six jewels of the gods, this anklet doubles the rate at which the wearer's affinity charges.			Feathers of an unknown bird said to have fallen from Aeris' great sky chariot embellish this armband. Wearing it increases one's Air affinity.		
Anklet	Lace Anklet	+ 10 Air Affinity	Armband	Fur Armband	Power Increase
Made by the finest seamstresses of Imperia in the artisan city of Syma, this lace anklet will increase the wearer's Air affinity.			With trimmings of fur, this armband is very similar to the types of garb that Barbarians and other warriors from the North west. It increases PWR while in battle.		
Anklet	Mark of Rank	Lucidity	Armband	Insignia Band	Crowd's Grace
Once a Dervish completes their training Akar An, they are awarded with the Mark of Rank which will guard them against stun attacks.			With insignias from all four regions, this item can be worn so any region's insignia is visible, making it impossible for a crowd's favor to diminish due to poor battle choices.		
Anklet	Myth of the Sands	Supreme Critical	Armband	Leather Armband	Critical Defense
This anklet is made from the vines of the carnivorous Snakeleaf plant deep in the desert. It increases critical hit damage.			The Leather Armband protects the wearer from critical hits, making them cause less damage than they normally would.		
Anklet	Queen's Anklet	Crowd's Grace	Armband	Plated Armband	Defense +5
Wearing the Queen's Anklet means that you have her favor and therefore, it is impossible for you to make enemies with the crowd, even if you make poor battle choices.			The Plated Armband is nearly classified as armor, except for its small size. Wearing it increases one's DF.		
Anklet	Scarlet Anklet	+ 10 Fire Affinity	Armband	Revenge Armband	Supreme Counter
The deep red color of this anklet is reminiscent of the glow off the volcano in Drus and will increase the wearer's Fire affinity.			Equipping this armband will ensure counterattacks to all incoming melee attacks.		

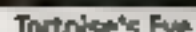



















ITEM	NAME	EFFECT
Armband	Slitken Armband	Move to Attack Up
The flowing slit imported from the Windward Steppes is worn throughout all the regions to increase one's Move to Attack range.		
Armband	Snakeskin Armband	+ 10 Fire Affinity
The rare skin of this nocturnal python shines with a fiery glow in faint light. Wearing this armband increases one's Fire affinity.		
Armband	Soldier's Armband	Face Enemy
This armband is scavenged off of fallen soldiers by bandits after massive battles have been fought. Wearing it prevents flank attacks.		
Armband	Steel Armband	+ 10 Water Affinity
This shimmering, polished armband has a very faint blue tint to it and is reminiscent of the sea. Equipping it increases one's Water affinity.		
Armband	Thief's Armband	Bandit's Luck
The Thief's Armband is worn by master thieves. Equipping one of these increases the likelihood of receiving unique items after a battle.		
Armband	Woven Armband	+ 10 Life Affinity
The peaceful patterns woven into this white armband pay homage to Victus, the God of Life. Equipping it increases one's Life affinity.		
Belt	Archer's Belt	Power Increase
A standard and plain belt worn by archers all throughout the Steppes, this belt will increase the wearer's PWR while in battle.		
Belt	Assassin's Belt	Ambush Range Up
The Assassin's Belt is awarded as an honor among the mercenary killers throughout the regions. It will increase the Cover range of the wearer.		
Belt	Belt of Whelpower	Steadfast
This belt protects the wearer against charm and confusion attacks. It is woven of seaweed found on the beaches of Inkala.		
Belt	Chain Belt	Damage Reduction
This heavy belt is made of chain formerly used in the castles of Nordagh for their drawbridges. It decreases the amount of damage received in battle.		
Belt	Dark Belt	+ 10 Death Affinity
The Dark Belt is made from the slain and tanned hides of horses and beasts of burden fallen in battles past. It increases the wearer's Death affinity.		
Belt	Fisherman's Belt	+ 10 Water Affinity
Generally worn by mariners of Imperia, the Fisherman's Belt increases the wearer's Water affinity.		
Belt	Leather Belt	Defense +5
The Leather Belt is a thick belt crafted from the toughest leather in the entire region of Nordagh. It increases the wearer's Defense.		
Belt	Magic Belt	Spell Range up
This belt has been magically charged and is a natural assistant to casting spells. Wearing it increases the range of spell skills.		
Belt	Master's Belt	Range Up
This is a master archer's belt. It will allow an archer's range to increase once equipped.		
Belt	Nomad's Belt	Crowd's Grace
Carrying with it the famed history of the nomadic order, this belt makes it impossible for the wearer to lose the crowd's favor through poor battle choices.		
Belt	Quarryman's Belt	+ 10 Earth Affinity
This belt is worn by the quarrymen of the Expanse and is adorned with stones found in abundance in the mines. It increases the Earth affinity.		
Belt	Rider's Belt	+ 10 Air Affinity
Crafted in honor of the wispy clouds of Aeris' realm, the Rider's Belt increases the wearer's Air affinity.		
Belt	Scarlet Belt	+ 10 Fire Affinity
Paying homage to the fire god Exuro, this belt is crafted from a flaming red fabric, dyed to match the lava of Exuro's Eye, increasing the Fire affinity.		
Belt	Silk Belt	Move to Attack Up
This normally ceremonial belt offers the wearer such ease of movement that it will increase their Move to Attack range.		

ITEM	NAME	EFFECT
Belt	Soul Belt	Supreme Critical
The Soul Belt channels the energy of the wearer's soul and increases their critical hit damage output.		
Belt	Temple Belt	+ 10 Life Affinity
The Temple belt is given to high class Imperials when they are born. It signifies new life and will increase the wearer's Life affinity.		
Bracelet	Amazon's Bracelet	Power Increase
The only thing more fierce than an Amazon's presence as a warrior, is her pride. Wearing this trophy will increase her PWR while in battle.		
Bracelet	Bone Bracelet	+ 10 Death Affinity
The Bone Bracelet is a chain of thin vertebrae from small game animals. Wearing this bracelet will increase the wearer's Death affinity.		
Bracelet	Bracelet of Force	Supreme Critical
This is a heavy bracelet which allows the wearer to do more critical damage when equipped.		
Bracelet	Bronze Bracelet	+ 10 Death Affinity
The Bronze Bracelet pays homage to Aeris and increases the wearer's Air affinity.		
Bracelet	Gold Bracelet	Damage Reduction
Made from the purest gold quarried from the mines of the Qaa Rah Desert, this bracelet decreases damage received in battle.		
Bracelet	Jeweled Bracelet	Affinity Charge Up
With the six jewels of the gods set in it, this bracelet doubles the rate at which the wearer's affinity charges.		
Bracelet	Leather Bracelet	Defense +5
The Leather Bracelet acts as a type of padding for the wrist as well as a decoration. It increases the wearer's DF.		
Bracelet	Magical Bracelet	Spell Range up
This mythical bracelet comes from Saraa Izal and possesses the magical energy of the mysterious city. Wearing it increases the range of spell skills.		
Bracelet	Mythical Bracelet	Crowd's Grace
Fashioned after the mighty Ammorons' bracelet worn in the first gladiatorial battle in Caltha, the crowd chooses to ignore poor sportsmanship when this item is equipped.		
Bracelet	Popularity Bracelet	Positive Reaction
This bracelet is so beautifully crafted by the artisans of Syma that it boosts one's Popularity in battle.		
Bracelet	Pretty Bracelet	Hard to Get
This feminine charm is so beguiling that it will increase the chances of evading attacks from male opponents.		
Bracelet	Steel Bracelet	+ 10 Water Affinity
Crafted to mimic the rolling waves of the Aeonis Sea, this bracelet increases the wearer's Water affinity.		
Bracelet	Steppes Bracelet	Range up
This bracelet gives the wearer the power of the mighty archers of the Steppes and increases the range of attack when using bows.		
Bracelet	Stone Bracelet	+ 10 Earth Affinity
The Stone Bracelet is a heavy accessory which will increase the wearer's Earth affinity.		
Bracelet	Vermillion Bracelet	+ 10 Fire Affinity
Straight from the Steppes, where the threat of volcanic eruption constantly looms on the horizon, the Vermillion Bracelet increases one's Fire affinity.		
Bracelet	Woven Bracelet	+ 10 Life Affinity
Woven from the thick wool of Vargen's fame, this bracelet's bright white color honors Victus and increases one's Life affinity.		
Bulking	Bone Nosering	+ 10 Death Affinity
The Bone Nosering, a favorite trinket of Morluis', increases one's Death affinity when equipped.		
Bulking	Bronze Nosering	+ 10 Air Affinity
Made of the metal of choice for the Air god Aeris, the Bronze Nosering increases one's Air affinity.		

ITEM	NAME	EFFECT
Bullring	Bull Ring	Power Increase
This is the standard Bull Ring used by farmers for pack and farm animals. Equipping it increases one's PWR while in battle.		
Bullring	Glass Nosering	+ 10 Light Affinity
The thick, and surprisingly robust Glass Nosering looks as fragile as life itself and increases one's affinity with Vicous when equipped.		
Bullring	Gold Nosering	Positive Reaction
This beautiful, yet simple gold nosering shines brightly on the sunlit battle field. Wearing it boosts one's popularity gained in battle.		
Bullring	Heavy Nosering	Damage Reduction
This heavy adornment bolsters one's vitality when worn, dramatically decreasing the amount of damage received in battle.		
Bullring	Jeweled Nosering	Affinity Charge Up
The Jeweled Nosering is studded with jewels representative of all six elements. This nosering makes one's affinity charge twice as fast.		
Bullring	Linked Nosering	Critical Defense
The Linked Nosering is a chain rather than a proper "ring." Wearing this item makes criticals received deal no more than a normal hit would.		
Bullring	Polished Nosering	Crowd's Grace
This nosering has a violet sheen to it and never tarnishes. This nosering makes it impossible for the Minotaur to lose the crowd's favor through poor battle choices.		
Bullring	Soul Ring	Supreme Criticals
The Soul Ring is a comfortable nosering which, when equipped, will make criticals achieved deal more damage than they normally would.		
Bullring	Steel Nosering	+ 10 Water Affinity
The Steel Nosering is fashioned after the earring sometimes worn by the mighty Water god, Maritimus, and will increase one's affinity with him.		
Bullring	Stone Nosering	+ 10 Earth Affinity
The strong Stone Nosering pleases the Earth god Solum and will increase one's affinity with him when equipped.		
Bullring	Studded Nosering	Negate Stun
This nosering is made of steel with bronze studs pounded into it. Wearing it will guard against stun attacks.		
Bullring	Thorned Nosering	Steadfast
Equipped on bulls taken on long journeys to keep them alert, the Thorned Nosering guards against charm and confusion attacks.		
Bullring	Titanium Nosering	Defense +5
The strong Titanium Nosering is made of a material found only in the deep mines of The Southern Expanse. It raises one's Defense when equipped.		
Bullring	Vermilion Nosering	+ 10 Fire Affinity
The brilliant red enamel on this piece of jewelry is reminiscent of Exuro's glory. Wearing it increases one's Fire affinity.		
Charm	Amber Gemstone	Crowd's Grace
The Amber that comes from Nordagh is a matter of such pride for the citizens that one who carries the Amber Gemstone is unable to adversely affect the crowd.		
Charm	Ankh	+ 10 Light Affinity
The Ankh is an age-old symbol of life from deep within the Expanse. Carrying it will increase one's Light Affinity.		
Charm	Aquamarine Shard	+ 10 Water Affinity
This unrefined shard of Aquamarine crystal increases the Water affinity when carried.		
Charm	Cat's Eye	Move to Attack Up
This is a marble with a Cat's Eye shape in its center. Holding this increases one's Move to Attack range.		
Charm	Crystal Ball	Magic Defenses
The Crystal Ball serves as a receiver for magic and therefore lessens the effect of magic attacks against anyone who possesses it.		
Charm	Eye of the Gods	Affinity Charge Up
It is said that everyone who looks into the Eye of the Gods sees something different. Holding this will make your affinity charge twice as fast.		

ITEM	NAME	EFFECT
Charm	Heart Star	Damage Reduction
The Heart Star is a symbol of physical vigor and strong life presence. When in possession of this vitality boosting charm, damage received in battle is lessened.		
Charm	Knuckle Bones	Positive Reaction
As a symbol of divine knowledge, carrying the Knuckle Bones boosts one's popularity gained in battle.		
Charm	Lucky Charm	Critical Defense
A traditional Imperial symbol of fortune, this charm lessens the effect of critical damage done against the person holding it.		
Charm	Moon Charm	Spell Range Up
This charm helps to channel the magic powers of those holding it, increasing the range of magic used in battle.		
Charm	Ruby Earrings	+ 10 Fire Affinity
The fiery red color of these precious earrings increase the wearer's Fire affinity.		
Charm	Scarab Beetle	Defense +5
Throughout the Expanse, the Scarab Beetle is a symbol of protection. Holding this charm increases Defense.		
Charm	Talisman	Magic Attack Up
As an icon of one's magical faith, this charm will bring the wearer's Magic Strength up dramatically.		
Charm	Talon of Safat	+ 10 Air Affinity
This rare talon of the mystical bird, Safat, is found in the desert sands of the Southern Expanse. It is carried to increase one's Air affinity.		
Charm	Voodoo Doll	+ 10 Dark Affinity
Made to represent all enemies, the Voodoo Doll is a powerful device of those who worship Mortuus. Holding this item increases one's Dark Affinity.		
Charm	Worm of Darg	+ 10 Earth Affinity
Deep in the forests of Nordagh, this worm's nocturnal luminescence makes it shine in the starlight. It is used to heighten the Earth affinity.		
Collar	Battle Collar	Supreme Criticals
The Battle Collar is given to Imperial War Hounds and will make criticals deal more damage when achieved in battle.		
Collar	Black Band	+ 10 Dark Affinity
The Black Band, made from the foul snow of animal carcasses found deep in the Qag Rah Desert increases one's Dark Affinity when equipped.		
Collar	Chain Collar	Damage Reduction
This thick iron chain crafted by the famous blacksmiths of Nordagh reduces one's damage received in battle.		
Collar	Collar of Force	Power Increase
Wearing the Collar of Force shows just how mighty a fighter you are. It increases one's PWR while in battle.		
Collar	Collar of Spite	Counter Attack
Wearing the Collar of Spite makes one bolder, more aggressive. It allows one to counterattack 50% of the time, after receiving physical damage.		
Collar	Dragon's Choker	+ 10 Fire Affinity
The Dragon's Choker is actually an ancient bracelet worn by the vain dragons of ages past. Wearing this as a collar increases one's Fire affinity.		
Collar	Guard's Band	Steadfast
The Guard's Band is a collar for watch dogs throughout the Imperial Empire. Wearing it guards against charm and confusion attacks in battle.		
Collar	Halter of Light	+ 10 Light Affinity
This sparkling collar of fine silver and lace made in the artisan district of Syria increases one's Light Affinity when equipped.		
Collar	Iron Choker	Critical Defense
The Iron Choker serves almost as a piece of armor. Equipping it causes incoming critical attacks to deal no more damage than standard heavy attacks would.		
Collar	Leather Collar	Defense +5
The Leather Collar is put on wet, so that it dries into a tight grip around the strong muscles of the beast's neck. It increases defense greatly.		

ITEM	NAME	EFFECT
Collar		Berserk
This uncomfortable collar will drive nearly any animal to insanity if it is worn for too long. It places the wearer in a constant state of berserk.		
Collar	 Ornamental Collar	Crowd's Grace
The Ornamental Collar is fashioned after those worn by the Royal family's pets in Khoru. Wearing it keeps the crowd's favor from falling due to poor battle choices.		
Collar	 Silken Collar	Move to Attack Up
The Silken Collar, a decorative collar worn by pets of the nomadic tribes throughout the Windward Steppes, will increase one's Move to Attack range.		
Collar	 Steel Collar	+ 10 Water Affinity
Rough and heavy, the Steel Collar is indicative of the type of craftsmanship found throughout Nordagh. Wearing this collar increases the Water affinity.		
Collar	 Wind Collar	+ 10 Air Affinity
The Wind Collar is adorned with feathers, giving the impression of a blowing wind when worn. This collar increases one's Air affinity.		
Collar	 Woven Collar	+ 10 Earth Affinity
This collar is made from the thick fern stalks found covering the forest floor in Nordagh. Wearing this collar increases the Earth affinity.		
Eye	 Barbarian's Eye	Power Increase
Barbarians are famed throughout all the known regions for their massive strength. Carrying this item will increase one's PWR while in battle.		
Eye	 Bear's Eye	Critical Defense
The strength of the Bear lies not solely within its muscle, but also in its stern eyes. Criticals against you do no more than normal damage when carrying this item.		
Eye	 Berserker's Eye	Defense + 5
The Berserker's Eye increases one's DF greatly, as the conditioning they endure to become warriors allows them to fight without armor.		
Eye	 Blindman's Eye	Accuracy +99
Tapping into the sixth sense said to be common among the blind, equipping this trinket makes every physical attack performed 100% accurate.		
Eye	 Boar's Eye	+ 10 Earth Affinity
Carrying the Boar's Eye brings you closer to the element of earth, increasing your affinity with Solum greatly.		
Eye	 Centurion's Eye	Face Enemy
Carrying the watchful eye of this important and powerful Imperial soldier prevents side and back attacks.		
Eye	 Cyclops Eye	Crowd's Grace
The Cyclops eye ensures that the crowd's reaction will not be adversely affected by poor combat choices. The crowd loves seeing the Cyclops winking an eye of its own people.		
Eye	 Dervish's Eye	Move to Attack Up
The Dervish's Eye holds the secret to all their rigorous training. Carrying this item increases one's Move to Attack range.		
Eye	 Eagle's Eye	+ 10 Air Affinity
Carrying the Eagle's Eye brings you closer to the element of air, increasing your affinity with Aeris greatly.		
Eye	 Glass Eye	Ever Sight
The Glass Eye, crafted of the finest glass and jewels can be equipped to act as a guard against attacks causing blind.		
Eye	 Jackal's Eye	+ 10 Dark Affinity
Carrying the Jackal's Eye brings you closer to the element of death, increasing your affinity with Mortuus greatly.		
Eye	 Samnite's Eye	Damage Reduction
Equip this item to absorb the vitality of the mighty Samnite, decreasing the amount of damage received during battle.		
Eye	 Serpent's Eye	+ 10 Fire Affinity
Carrying the Serpent's Eye brings you closer to the element of fire, increasing your affinity with Exuro greatly.		
Eye	 Tiger's Eye	Supreme Critical
Carrying the trophy of the most vicious predator of the Steppes makes criticals achieved deal more damage than they normally would.		

ITEM	NAME	EFFECT
Eye	 Tortoise's Eye	+ 10 Water Affinity
Carrying the Tortoise's Eye brings you closer to the element of water, increasing your affinity with Maritimus greatly.		
Eye	 Valkyrie's Eye	+ 10 Light Affinity
Carrying the Valkyrie's Eye brings you closer to the element of life, increasing your affinity with Victus greatly.		
Jewel	 Amber	Defense +5
Amber has for so long been regarded as a protector and giver of longevity that equipping this jewel increases one's Defense greatly.		
Jewel	 Amethyst	Antidote
The Amethyst protects the wearer from poisons and sicknesses, nullifying all poison attacks.		
Jewel	 Aquamarine	+ 10 Water Affinity
Aquamarine always has a place on long sea voyages, as it pleases Mercurius greatly. Equipping this jewel increases one's Water affinity.		
Jewel	 Bloodstone	Face Enemy
Generally carried into battle by soldiers, the Bloodstone gives a warrior unrivaled strength in combat. Equipping it will prohibit flank attacks.		
Jewel	 Coral	Damage Reduction
Coral is an organic jewel and is believed to help to increase one's vitality. Wearing this jewel decreases the amount of damage received in battle.		
Jewel	 Crystal	+ 10 Air Affinity
Crystals, being little more than fashioned glass pays homage to the skies wherein dwells Aeris, the air god. Equipping it increases one's Air affinity.		
Jewel	 Diamond	+ 10 Light Affinity
The only jewel in the known world to completely exemplify goodness, when equipped, the Diamond will increase one's Light Affinity.		
Jewel	 Emerald	+ 10 Earth Affinity
The Emerald has had many meanings, but recently has been adopted by those worshipping Solum. Equipping it will increase one's Earth Affinity.		
Jewel		Crowd's Grace
The Garnet is a rare gem very popular among the highest classes. Equipping a jewel of such high regard insures one's favor with the crowd.		
Jewel	 Jade	Move to Attack Up
Equipping jade enhances one's motivation, thereby increasing their Move to Attack range.		
Jewel	 Jel	Initiative +10
This dark gem is a natural absorber of energy and when equipped, lends this energy to its master, nearly doubling their initiative.		
Jewel	 Moonstone	Critical Defense
The Moonstone protects the wearer from great harm making criticals achieved against the wearer do no more than normal damage would.		
Jewel	 Onyx	+ 10 Dark Affinity
For those weak of heart, Equipping Onyx is said to bring on nightmares and depression, but for those strong of heart, it increases one's Dark Affinity.		
Jewel	 Quartz	Power Increase
The foggy, transparent quality of this stone makes it one of the stronger jewels in the known regions. Equipping it increases one's PWR while in battle.		
Jewel	 Ruby	+ 10 Fire Affinity
It is said that rubies spring up from the shed blood of the mighty Fire god, Exuro. Equipping this jewel increases one's Fire affinity.		
Jewel	 Sapphire	Affinity Charge Up
Historically considered an amplifier of all things mystic, equipping the Sapphire will enable your affinities to charge twice as fast as normal.		
Medal	 Badge of Aeris	+ 10 Air Affinity
This medal proves one's allegiance with the god Aeris and will increase one's Air affinity.		
Medal	 Badge of Exuro	+ 10 Fire Affinity
This medal proves one's allegiance with the god Exuro and will increase one's Fire affinity.		

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ITEM	NAME	EFFECT
Medal	Badge of Maritimus	+ 10 Water Affinity
This medal proves one's allegiance with the god Maritimus and will increase one's Water affinity.		
Medal	Badge of Mortuus	+ 10 Dark Affinity
This medal proves one's allegiance with the god Mortuus and will increase one's Dark Affinity.		
Medal	Badge of Solum	+ 10 Earth Affinity
This medal proves one's allegiance with the god Solum and will increase one's Earth affinity.		
Medal	Emperor's Insignia	Crowd's Grace
No matter how you perform in battle, if you've got the Emperor's Insignia equipped, you cannot lose the favor of the crowd by poor battle choices.		
Medal	Impervious Heart	Defense + 5
This medal increases the wearer's defense. It symbolizes the pride of Nordagh and has the same insignia as is on the gate of the border wall.		
Medal	Iron Fist	Critical Defense
The Iron Fist is a symbol of strength familiar throughout the known regions. When equipped, criticals received will do no more than normal damage would.		
Medal	Iron Will	Steadfast
With the Iron Will equipped, one finds themselves with all the strength of the Northern pride and it is impossible to be charmed or confused.		
Medal	Medal of Bravery	Face Enemy
Wearing the Medal of Bravery allows you to always face your opponent, whether they are attacking you from the side, from behind or in front of you.		
Medal	Medal of Rank	Supreme Motivation
When worn by a Centurion, The Medal of Rank gives the wearer the authority for their commands to be doubly effective when motivating team members.		
Medal	Medal of Stature	Damage Reduction
From the age old strength of the Expanse comes the Medal of Stature. After equipping this item, one's damage received in battle lessens greatly.		
Medal	Medal of Valor	Positive Reaction
The Medal of Valor is awarded to generals in the Imperial Army who have become inspirations. Equipping this medal will boost PP received in battle.		
Medal	War Hero	Supreme Critical
Soldiers known for fighting fiercely in the Imperial Army are awarded with the War Hero medal. When equipped, it increases critical damage.		
Medal	Warrior's Medal	Power Increase
The Warrior's Medal is what separates regular fighters from the true "Warriors." Wearing this medal increases your PWR while in battle.		
Necklace	Aquamarine Pendant	+ 10 Water Affinity
One of the favorite stones of the Imperial high class, the Aquamarine has always been associated with the Sea and will increase one's Water affinity.		
Necklace	Assassin's Necklace	Ambush Range Up
The Assassin's Necklace increases the Ambush range of any Pelizist or Gungnir who wears it.		
Necklace	Bone Pendant	+ 10 Dark Affinity
As the harsh environment of the desert has always been linked with death, this necklace embraces that fact and increases one's Dark Affinity.		
Necklace	Chain Necklace	Damage Reduction
Nordagh is known for their heavy and crude mastery of one metal one and this necklace is no exception. Its robust craftsmanship lessens damage received in battle.		
Necklace	Clay Pendant	+ 10 Earth Affinity
Made to resemble the tusk of the mighty boar-god Solum, this necklace increases one's Earth affinity when equipped.		
Necklace	Dancer's Necklace	Move to Attack Up
This decorative necklace is worn by the performers in the royal palace of Iblis. Equipping it increases one's Move to Attack range.		
Necklace	Gold Necklace	+ 10 Light Affinity
This precious and fine necklace is characteristic of the craftsmanship in jewelry of the Expanse. It's simple beauty increases one's Light Affinity.		

ITEM	NAME	EFFECT
Necklace	Heirloom Pendant	Crowd's Grace
The Heirloom Pendant is a trinket reminiscent of the glorious history of Imperia. Wearing it keeps the crowd from reacting negatively to one's poor battle choices.		
Necklace	Iron Pendant	Critical Defense
The Iron Pendant not only acts as a symbol of one's strength as an aggressor, but also as a defender. Equipping it reduces critical damage received.		
Necklace	Lace Necklace	+ 10 Air Affinity
The world-famous artisans of Syna have long been influenced by Aeris and it is seen in much of their art. This necklace will increase one's Air affinity.		
Necklace	Leather Choker	Defense + 5
The Leather Choker is made of a thick leather doubly cured and is worn to protect the neck. It increases the wearer's Defense.		
Necklace	Necklace of Vigilance	Face Enemy
Worn by the guards of the nomadic pitches, the Necklace of Vigilance is believed to heighten the senses and will prevent any side or back attacks.		
Necklace	Olympic Necklace	Range Up
Equipping the Olympic Necklace increases the distance one can throw a javelin.		
Necklace	Pendant of the Valkyrie	Supreme Critical
Wearing Pendants of the Valkyrie honors the sacrifice the Valkyries made during the Great War. This item will increase one's critical attack strength.		
Necklace	Ranger's Necklace	Move to Attack Up
Worn to distinguish among rank in the imperial army, the Ranger's Necklace will increase one's movement range when equipped.		
Necklace	Ruby Pendant	+ 10 Fire Affinity
Made from the most precious stone found in the Steppes, the flashing glimmer of this necklace will increase one's affinity with Fire when equipped.		
Necklace	Tooth Necklace	Power Increase
Worn as a trophy to show off one's strength, the Tooth Necklace is generally made from a vicious animal's fang. It will increase one's PWR while in battle.		
Poem	A Hingia for Me	Crowd's Grace
Like the players on the stage / I play to the crowd / I act perhaps less than my age / So cheer for me out loud!		
Poem	Death's March	+ 10 Dark Affinity
Death will come to every one / Death brings us together / Mortuus, with your great dark power / Surround me altogether		
Poem	Doggerel of Defense	Defense + 5
Like the thickest hardest leather / Like the strongest Nordagh chain / Any assault will weather / As if it were as light as rain		
Poem	Elegy of Perception	Steadfast
In the darkness I can see / By nothing I am bound / For clarity of sight and mind / With me are always found		
Poem	From the Cup	Damage Reduction
Within this cup, vitality / New vigor and new energy / Drink the contents with much glee / And fight on much more happily		
Poem	Lion's Pride	Face Enemy
Like a Lion in his pride / No one hits him from the side / If you try you'll be denied / 'Cause I'm a warrior bona fide.		
Poem	Ode to Aeris	+ 10 Air Affinity
Aeris, the mighty god of sky / Rain your wrath not down on I / Gaze upon me with your eye / Instead to grant me power		
Poem	Plea for Strength	Power Increase
Mighty gods on high, I plead / Lend me strength unrivaled / Every ounce you have I need / Lest I be defiled		
Poem	Plead to Maritimus	+ 10 Water Affinity
Water cleanses, feeds the soul / Maritimus see me / Feed me, cleanse me whole / And through your graces free me		
Poem	Rise of the Mediocre	+ 5 Accuracy
Knocked and battered to the ground / Throughout the lands I'm hated / Someday, though, I swear you'll see / I'm underestimated		

ITEM	NAME	EFFECT
Poem	Showman's Rhyme	Positive Reaction
I've got moves unlike no other / Gather all your family round / Your mother, father, sister, brother / Can watch me beat the enemies down		
Poem	Solum Rises	+ 10 Earth Affinity
From the mighty mother earth / Solum rises strong / Lift me up upon your back / And carry me along		
Poem	Strength of the Fire	+ 10 Fire Affinity
Fire rising through the night / Cast your light upon me / Shroud me fully and I'll fight / With your great strength beside me		
Poem	The Pledge to Light	+ 10 Light Affinity
God of Light and God of Life / A good man lives in me / In times of trouble and of strife / 'Til always turn to thee		
Poem	Traveler's Verse	Move Range Up
Wandering and wondering / I travel across this land / With want for nothing other / Than a flask of mead in hand		
Poem	What It Takes	Supreme Critical
Watch yourself when fighting me / May be small by all accounts / But / play cheap and take my pride / In hitting where it counts		
Quest	Desert-Yeti Head	N/A
The severed head of the Desert-Yeti should clear Aziza's name in the eyes of the citizens of Sarai Izal. Bring it back to her and she might have a reward waiting.		
Quest	Mysterious Tablet	N/A
The surface of the Mysterious Tablet has been marred beyond legibility.		
Quest	Signet of the Valkyrie	N/A
This charm was given to Ursula by Sigl, a Gaidr. She said that when the time comes, Ursula will know what its purpose is. This item can not be equipped.		
Quest	Stolen Items	N/A
This looks like the items from the Loyalist that Agamede was talking about. If they return the her, she might see fit to offering the school a reward.		
Quest	The Promise Stone	N/A
This is the charm give to Valens by a strange man imprisoned inside the Mysterious Tablet. He said that when the time comes, Valens will know what its purpose is.		
Ring	Band of the Emperor	Crowd's Grace
Wearing a ring with the Emperor's royal standard etched into its face, like the Band of the Emperor, makes it impossible to lose the crowd's favor by performing poorly in battle.		
Ring	Gladiatorial Legend	Supreme Critical
Rings like this used to be awarded to powerful gladiators and will often end up on the black market. Equipping it will increase critical damage dealt.		
Ring	Golden Ring	HP Up
The heavy Golden Ring covers almost one finger entirely and bends in parts. Equipping it decreases damage received in battle.		
Ring	Jeweled Ring	Affinity Charge Up
Studded with all six of the affinity stones, this precious ring is unparalleled in beauty. Equipping it will make one's affinity charge twice as fast.		
Ring	Ring of Aeris	+ 10 Air Affinity
The Ring of Aeris, fashioned after the ring worn by the mighty god known for his vanity as well as his infinite power, will increase one's Air affinity.		
Ring	Ring of Exuro	+ 10 Fire Affinity
This ring is covered with a rich red enamel and is reminiscent of the ring worn by the mighty Exuro himself. Equipping it will increase the fire affinity.		
Ring	Ring of Honor	Positive Reaction
As Imperial's honor glory through war, the Ring of Honor will boost any Popularity gained in battle.		
Ring	Ring of Maritimus	+ 10 Water Affinity
This coral ring is rumored to have been created by Maritimus himself. Wearing it increases one's Water affinity.		
Ring	Ring of Might	Power Increase
Wearing the crudely crafted and raw looking Ring of Might will increase one's PWR while in battle.		

ITEM	NAME	EFFECT
Ring	Ring of Mortuus	+ 10 Dark Affinity
The Ring of Mortuus, fashioned after the ring worn by the mighty god known for his cruel and unrelenting character, will increase one's Dark Affinity.		
Ring	Ring of Purty	Antidote
This crystalline ring is made from a healing gem and will guard the wearer against becoming poisoned.		
Ring	Ring of Refuge	Move to Attack Up
Wearing the Ring of Refuge will increase one's Move to Attack range.		
Ring	Ring of Solum	+ 10 Earth Affinity
The Ring of Solum is fashioned after the ring worn on the tusk of the mighty Boai, god of the Earth. Equipping it will increase one's Earth affinity.		
Ring	Ring of the Brave	Face Enemy
This ornate ring is a trophy of sorts, awarded to the bravest warriors of the nomadic tribes. Equipping it will prevent side and back attacks.		
Ring	Ring of Victus	+ 10 Light Affinity
Made of white gold, the Ring of Victus is cast in the likeness of the ring worn by the peaceful god of life. Equipping it increases one's Light Affinity.		
Ring	Titanium Ring	Defense +5
Made of the rare Titanium found in the deepest areas of the mines of the Qaa Rah Desert, this ring is of such a robust nature that it will increase Defense.		
Runestone	Agiz	Critical Defense
The runestone for protection, Agiz, is made of black tourmaline and makes criticals deal no more than normal damage against whoever equips it.		
Runestone	Ansuz	Affinity Charge Up
The runestone Ansuz symbolizes the gods and is made of lapis lazuli. Equipping this runestone will make one's affinity charge twice as fast.		
Runestone	Berkan	+ 10 Earth Affinity
Berkan, the rune of the great Mother Earth, is carved into earthy jet. It will increase one's affinity with Solum when equipped.		
Runestone	Eihwaz	+ 10 Dark Affinity
Eihwaz is the rune of death. It is made of smoky quartz and carries with it an unsettling presence. Equipping it increases one's Dark Affinity.		
Runestone	Eow	Move to Attack up
This runestone represents the power of one's inner self. Made of turquoise, when equipped it increases one's move to attack range.		
Runestone	Fehu	+ 10 Light Affinity
Fehu is the rune of fertility and life-force. It is made of amber and will increase one's Light Affinity when equipped.		
Runestone	Geba	Positive Reaction
The emerald runestone Geba represents giving and boosts the possessor's Popularity in battle.		
Runestone	Hagalaz	+ 10 Air Affinity
Hagalaz, or "hailstone," represents the torments of the weather from high in the heavens above. It is made of crystal and increases one's Air affinity.		
Runestone	Ingwaz	Damage Reduction
Ingwaz, the rune of return and rebirth, is appropriately found carved into sacred ivory from tilled war elephants. Holding this runestone decreases damage received in battle.		
Runestone	Kenaz	+ 10 Fire Affinity
Kenaz, in the old Nordish tongue meant "fire." This stone is made of flint and will increase one's Fire affinity when equipped.		
Runestone	Lauguz	Ever Sight
The rune of revelations, Lauguz is made of malachite and will guard against blinding attacks when equipped.		
Runestone	Mannaz	+ 10 Water Affinity
Like Maritimus, the Tortoise god of Water, this rune's essence is that of intelligence. It is carved into amethyst and will increase one's Water affinity.		
Runestone	Sowilo	Defense +5
Representing wholeness, Sowilo increases the possessor's Defense. It is generally found carved into the handsome sunstone.		

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ITEM	NAME	EFFECT
Runestone	Tiewaz	Face Enemy
Symbolizing justice, this hematite runestone protects the one in possession of it from side and back attacks.		
Runestone	Uruz	Power Increase
At the basest understanding of Jru, lies true Strength. This rune is carved into the rare tiger eye jewel and increases PWR when equipped.		
Runestone	Wunjo	Crowd's Grace
Wunjo represents joy and the fulfillment of wishes and is carved into rose quartz. Holding this item makes it impossible for the crowd's favor to wane due to poor battle choices.		
Scalp	Boar's Scalp	+ 10 Air Affinity
The Boar's Scalp pleases the Air god, Aeris, and therefore raises one's Air affinity.		
Scalp	Corpse's Scalp	+ 10 Light Affinity
The Corpse's Scalp pleases the Life god, Victus, and therefore raises one's Light Affinity.		
Scalp	Dervish's Scalp	Defense + 5
Having a Dervish's Scalp will increase one's agility, making it more likely to evade attacks.		
Scalp	Eagle's Scalp	+ 10 Earth Affinity
The Eagle's Scalp pleases the Earth god, Solum, and therefore raises one's Earth affinity.		
Scalp	Gaidr's Scalp	Regenerate
Treasured by Ogres and Mongrels for its revitalizing effects, the Gaidr Scalp is very hard to come by. It will slowly regenerate HP when equipped.		
Scalp	Giant's Scalp	Power Increase
It is said that the strength of the giants who wandered the world long ago lives on in their remains. This scalp increases one's PWR while in battle.		
Scalp	Minotaur's Scalp	Supreme Critical
Carrying the heavy scalp of the mighty Minotaur makes critical strikes against the carrier deal less damage than they normally would.		
Scalp	Mongrel's Scalp	Crowd's Grace
Mongrels are hated by most of the civilized world. As such, their scalps are a favorite of the public's, insuring no negative reactions from the crowd for poor battle choices.		
Scalp	Mummy's Scalp	Auto Revive
Recovered by grave robbers and sold to the rougher classes in the world, the Mummy's Scalp will revive a warrior with 1/2 HP when they're downed.		
Scalp	Ogre's Scalp	Crowd's Grace
Ogres are hated by most of the civilized world. As such, their scalps are a favorite of the public's, insuring no negative reactions from the crowd for poor battle choices.		
Scalp	Phoenix Scalp	+ 10 Water Affinity
The Phoenix Scalp pleases the Water god, Maritimus, and therefore raises one's Water affinity.		
Scalp	Samnite's Scalp	Damage Reduction
Taking a scalp from the mighty Samnite will also steal their vitality. Equipping this scalp decreases the amount of damage received in battle.		
Scalp	Satyr's Scalp	Steadfast
Carrying the scalp of the wily Satyr will guard against charm and confusion attacks.		
Scalp	Soldier's Scalp	Face Enemy
Much like the innate ability of the military classes, the person who has this scalp equipped will always turn to face the enemy when under attack.		
Scalp	Tortoise's Scalp	+ 10 Fire Affinity
The Tortoise's Scalp pleases the Fire god, Exuro, and therefore raises one's Fire affinity.		
Scalp	Valkyrie's Scalp	+ 10 Dark Affinity
The Valkyrie's Scalp pleases the Death god, Mortuus, and therefore raises one's Dark Affinity.		
Scalp	Warrior's Scalp	Defense + 5
Scalping a true warrior is no easy task but once accomplished, the one who equips this scalp will gain a greatly increased DF.		

ITEM	NAME	EFFECT
Tooth	Bear Tooth	Supreme Critical
Pulling from the legendary strength of the Bear, this tooth makes criticals achieved deal more damage.		
Tooth	Boar Tooth	+ 10 Earth Affinity
The Boar Tooth, sometimes referred to as an Earth Tusk, shows one's devotion to the mighty Earth god Solum and increases one's Earth affinity.		
Tooth	Buffalo Tooth	Defense + 5
This large trophy from the robust plains buffalo increases one's Defense through the spirit of the animal it was taken from.		
Tooth	Cal Tooth	Crowd's Grace
The deification of the cal throughout the known regions keeps the crowd from reacting negatively when someone possesses this accessory.		
Tooth	Carnivore Tooth	Critical Defense
This strong tooth protects the carrier from critical damage, reducing any critical hits to mere y normal ones.		
Tooth	Eagle Beak	+ 10 Air Affinity
Possession of the Eagle Beak increases one's affinity with the mighty Eagle God, Aeris.		
Tooth	Horn Tooth	Power Increase
Carrying this beast-of-burden's tooth greatly increases one's PWR while in battle, as the Horse is a strong pack animal used throughout all the regions.		
Tooth	Hyena Tooth	Berserk
The tooth of this wild animal causes a constant state of berserk when someone possesses it.		
Tooth	Jackal Tooth	+ 10 Dark Affinity
Recovered from burial sites deep within the Expanse, the Jackal tooth increases one's affinity with Death.		
Tooth	Lion Tooth	Face Enemy
The tooth of the Lion gives the possessor the great pride of the noble beast. Flank attacks against the one carrying this tooth become impossible.		
Tooth	Owl Beak	Steadfast
Carrying the Owl Beak will guard against charm and confusion attacks in battle.		
Tooth	Ox Tooth	Damage Reduction
With an energy combining the perfect aspects of the horse with those of the buffalo, this tooth, through the spirit of the Ox, decreases the amount of damage received in battle.		
Tooth	Pegasus Tooth	+ 10 Light Affinity
Rarely found on the battlefield is a fallen Pegasus, but if one manages to find one and keeps their tooth as a trophy, one's Light Affinity will rise greatly.		
Tooth	Serpent Tooth	+ 10 Fire Affinity
The Serpent, a creature forever bound to fire among all folklores of the known world will increase one's Fire affinity when in possession of its fang.		
Tooth	Turtle Beak	+ 10 Water Affinity
Sensing your strength in devotion to his affinity, Maritimus, the great Tortoise god will increase your Water affinity powers when carrying this item.		
Tooth	Wolf Tooth	Hidden Power
When in possession of this trophy of the Wolf's great fighting strength, one's ST will increase with each hit received.		





GLADIUS™



SECRETS

THE HELL'S GATE QUEST

Gladius has one final hidden league for those who have been diligently completing the game's various Shopkeeper Quests. To open Hell's Gate, you must do the following things.



- Earn the Signet of the Valkyrie from the first Mordare's Den shopkeeper quest.
- Earn the Promise Stone from the Mysterious Tablet shopkeeper quest in Saraa Izel, by reading the Mysterious Tablet Aziza gives you.
- Defeat Sarenenutet in the final Saraa Ze shopkeeper quest.
- Raise at least six characters to level 18 or higher.

When you've completed all of the prerequisites, glowing lights will lead you to the southern tip of the Southern Expanse, where Jus will locate a hidden portal. When you enter, you'll be automatically enrolled in the Fulfill Your Promise league, a five-round wilderness battle that is perhaps the toughest challenge in the game. You will do battle with four Summoners in each of the first four rounds, and take on a reborn Sarenenutet in the final battle.

Surviving characters will each learn the Hell's Fury skill, which Sarenenutet demonstrates in the first round of the battle. This area damage skill is by far the strongest attack in the game, and the game will be a breeze after you earn it. You'll also earn a few strange pieces of equipment: In Cogito, The Marksman, The Laughmaster, and No. 1 Fan.



BARE RECRUITS

Most of the 29 character classes in Gladius can easily be recruited from the game's various recruitment offices. But a few require a bit of legwork first. Here's how to recruit members of the game's hardest-to-find classes.

To recruit a M notaur, you must enroll in the Historian's League in the Imperial city of Cro Beska. After you earn the Mongrel Butcher badge, talk to the proprietor of the shop (Scotia's) and she'll set up for the league for 7 days later. Return on that day, make sure you have an open slot in your school, and save the game. If you can beat the league, one of your opponents will randomly offer to join you, so you have a 50/50 shot of getting a M notaur. If you get a Satyr instead, just reset and try again.



IV UNDEAD SUMMONER

Recruiting an Undead Summoner is much easier. Visit Nordagh's Mordare's Den at night, complete the Dead of Night series league, and you'll get a message about a visitor in the recruiting office. Head down there and recruit Tailheath the Undead Summoner for free.



II SCARABS & SCORPIONS

To recruit members of the game's final two beast classes, you need to conquer the Insect Ze league in Qaa Rah. After your victory, you'll begin to randomly see Scarabs and Scorpions in the Qaa Rah recruiting office.



III YETI

After completing the first shopkeeper quest in Mordare, and attempting the Dead of Night league, return to the Dragonslayer and ask the shopkeeper how he's doing. He'll tell you of a nearby hill where the Unalive prowls at night, and ask you to do something about it. Visit that hill after dark, and defeat the skeleton generating tombstones to earn the Talsman of Unlife. Bring that to the gravestones elsewhere in the game (there is one in each continent), and an Undead Legionnaire will arise and join your school.



III SUMMONER

After you win the tournament in Qaa Rah, Gwazi will lead you to the hidden city of Saraa Izal. After your battle there, head towards Akar An to trigger an event scene, then enter the city of Akar An and recruit the game's only Summoner in the Palace Iblis recruiting office.



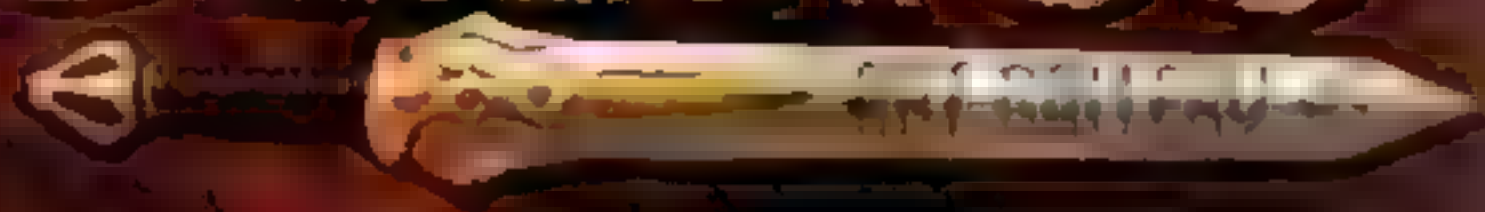
VI YETI

There are two Yetis that will fight for you, but only one will join your school permanently. To recruit him, clear the Trial of the Elders league in Vargen, and then visit Vargen's recruiting office.





GLADIUS



ART GALLERY



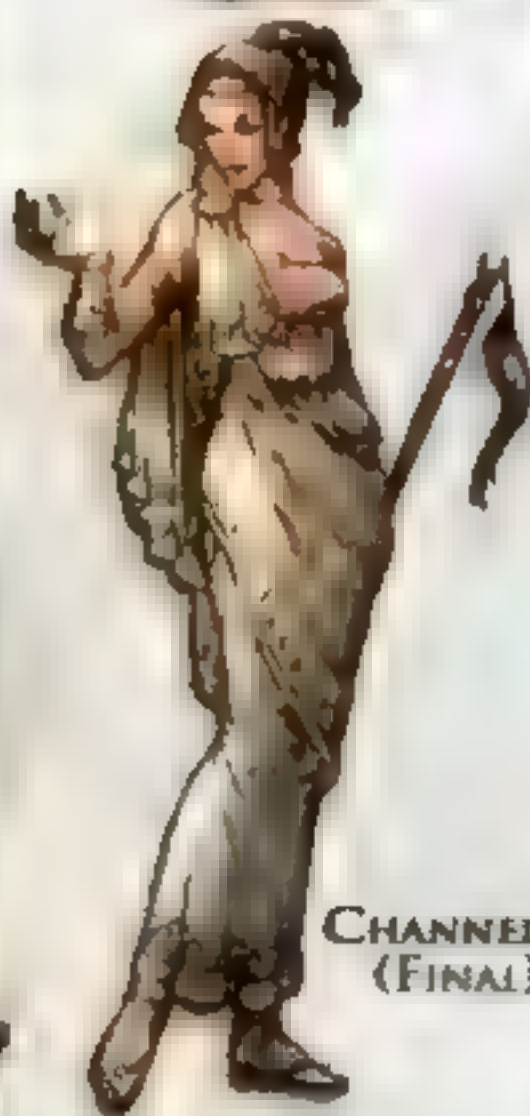
CHANNELER
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DERVISH
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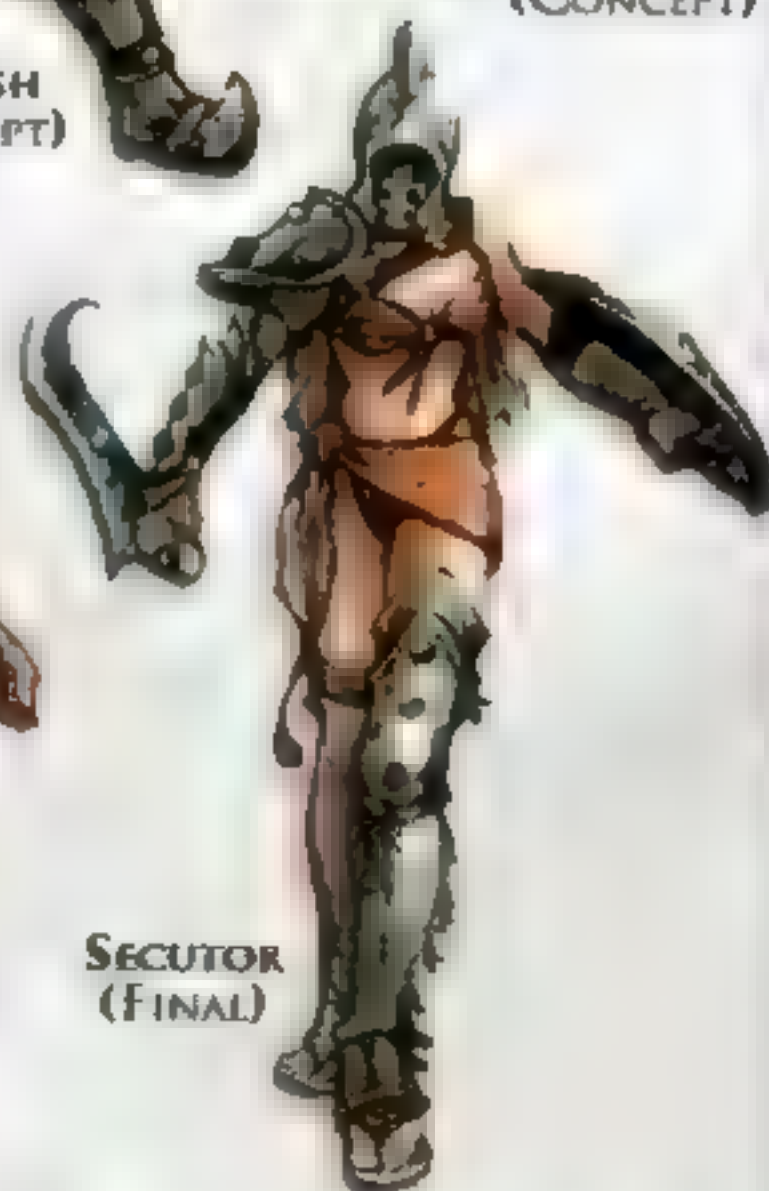
SECUTOR
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CHANNELER
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DERVISH
(FINAL)



SECUTOR
(FINAL)



GREATER CAT
(CONCEPT)



GREATER WOLF
(CONCEPT)



DERVISH
(CONCEPT)



SAMNITE
(CONCEPT)



CAVALRY
(CONCEPT)



CAVALRY
(CONCEPT)

DARK EARTH
BEAST



DARK AIR
BEAST



FIRE
BEAST



DARK WATER
BEAST

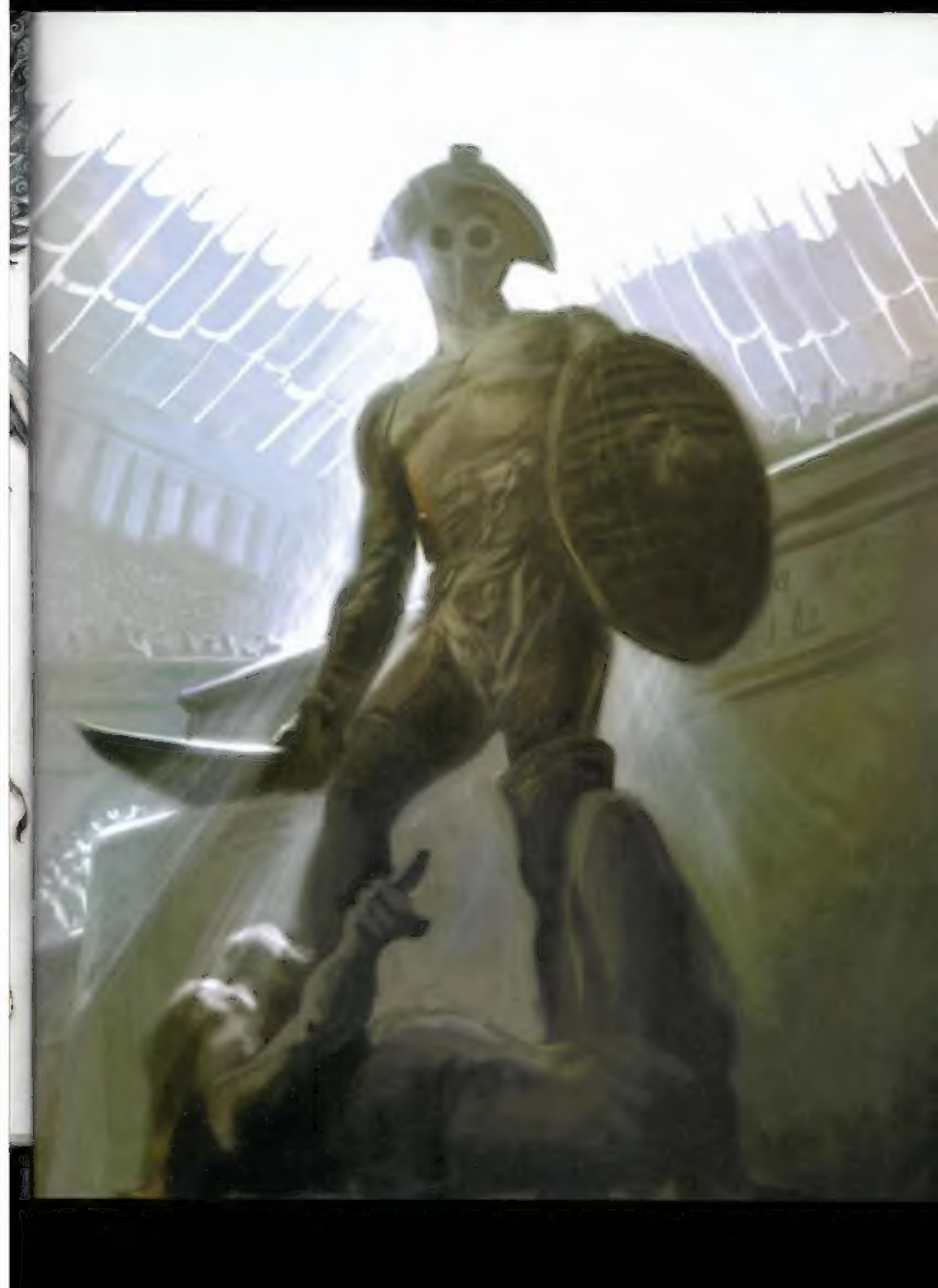


DARK FIRE
BEAST



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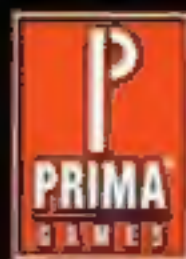
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